

Richard Carpenter's

ROBIN OF SHERWOOD

Gamebook



SWORD OF THE TEMPLAR

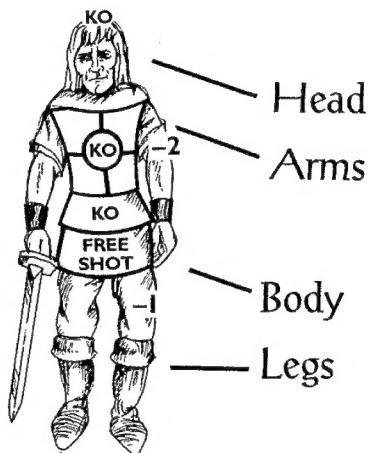
by Paul Mason Illustrated by Russ Nicholson

CHARACTER SHEET

Skills

- ☐ Hand-to-hand Combat -2 without Albion
- ☐ Ranged Combat
- ☐ Healing
- ☐ Stealth
- ☐ Riding
- ☐ Disguise
- ☐ Minstrelsy
- ☐ Perception
- ☐ Charm
- ☐ Woodcraft

Wound Chart



Power of Light and Darkness

Usual Possessions

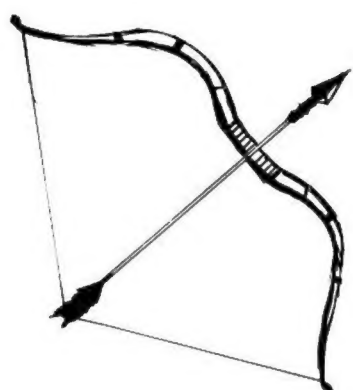
Dagger
Longbow and Arrows

Special Possessions

Albion

Companions

- ☐ Alone
- ☐ Marion
- ☐ Little John
- ☐ Will Scarlet
- ☐ Much
- ☐ Tuck
- ☐ Nasir
- ☐

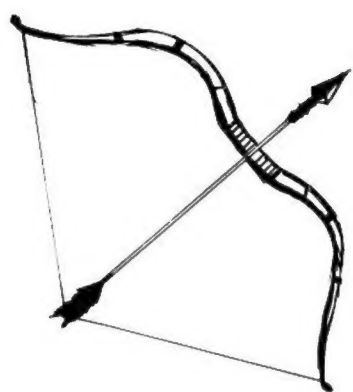


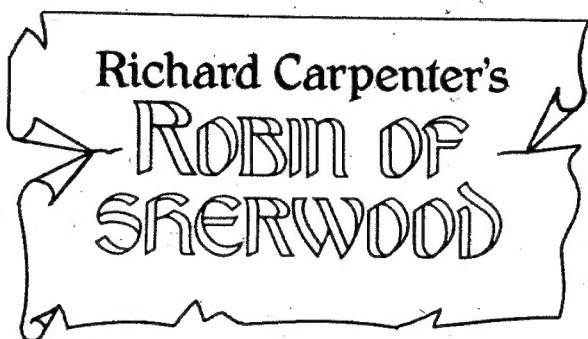
Puffin Books

THE SWORD OF THE TEMPLAR

Have you ever wondered what it was like to be the outlaw, Robin Hood? Well, here's your chance. In this gamebook Marion, Little John, Friar Tuck, Will Scarlet and many more characters from Richard Carpenter's thrilling television series come to life!

All is peaceful in Sherwood Forest. The Sheriff and his incompetent steward, Guy of Gisburne, are cringing in Nottingham, licking the wounds which you have inflicted upon them. For you are Robin of Sherwood, son and protector of Herne the Hunter and the forest. But a new force is entering Sherwood — a force seemingly of good, yet committed to the downfall of Herne and his son; a force wielded by a Templar knight, which could be the equal of that which runs through you. Your skill and judgement will be tested to the utmost in this second Robin of Sherwood Gamebook. Will you succeed or will you fail? The fates of yourself, your companions and even of Herne and his forest realm hinge on the answer!





Gamebook 2

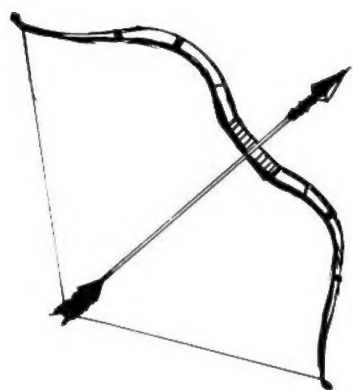
THE SWORD OF THE TEMPLAR

by Paul Mason

Illustrated by Russ Nicholson



PUFFIN BOOKS



Contents

Your Character	8
Skills	9
Combat	13
Possessions	19
Power of Light and Darkness	21
Failure	22
THE SWORD OF THE TEMPLAR	23

Your Character

In this Robin of Sherwood Gamebook, you play the character of Robin Hood, outlaw and hero of Sherwood Forest in Nottinghamshire at the time of King John. As you go through the book, you make your own choices and use your skill and judgement to try to finish the adventure in the best possible manner.

The character Robin of Sherwood is based upon the hero of the television series, but the legend of Robin Hood is hundreds of years old. In this book, you get the chance to decide which of the many skills available to Robin Hood your character will be best at. In the front of the book, you will find a page headed Character Sheet. You will need to keep this available all the time you are playing this Gamebook, as the notes on it will tell you what Robin can do.

Before you start playing the game, you will need to get two ordinary dice, a pencil and a rubber. If you want to, you are permitted to make a photocopy of the Character Sheet (for your own use only), so that it is easier to refer to.

There are three main compartments on the Character Sheet. The first of these is labelled **SKILLS**. In Robin of Sherwood Gamebooks, you have ten skills, and you decide how good you are at each of them before you start the adventure. The second compartment is a diagram labelled **WOUND CHART**. In the course of your adventure you might have to fight off hostile people, or those who want to capture you. In the course of fighting them, it is likely that you yourself might be hurt, and receive wounds, which are then marked on the diagram. This is explained in the Combat section, later in this introduction. The third

compartment is labelled POSSESSIONS. You start off with a selection of items you carry around. As the story progresses, you may gain new possessions or even lose some. Mark all the changes in this compartment.

Skills

There are ten skills in this game, each with their own uses. An outline description of each of them is given below. At the start of the game, you have a basic ability score in each skill, as shown here:

<i>Skill</i>	<i>Ability Score</i>
Hand-to-hand Combat	5
Ranged Combat	5
Healing	1
Stealth	1
Riding	1
Disguise	1
Minstrelsy	1
Perception	1
Charm	1
Woodcraft	1

Before you start playing the adventure, you may add to these ability scores. To do this, you are given a number of points to 'spend'. Roll two dice and add them up, then add 30. This is the number of points you have. For example, if you roll 2 and 5, you have $2 + 5 = 7$, plus 30, giving a total of 37 points. You can spread these points however you like among the skills listed above, but you may not have an ability of more

than 10 in any skill. For example, with 37 points you might spend them as follows:

<i>Skill</i>	<i>Points</i>	<i>Ability Score</i>
Hand-to-hand Combat	5 + 4	9
Ranged Combat	5 + 3	8
Healing	1 + 3	4
Stealth	1 + 6	7
Riding	1 + 0	1
Disguise	1 + 7	8
Minstrelsy	1 + 4	5
Perception	1 + 3	4
Charm	1 + 4	5
Woodcraft	1 + 3	4
		<hr/> 37

Write all your final ability scores in the boxes provided on the Character Sheet. When you need to use a skill in the course of the adventure, the paragraph instructions will tell you to make a Skill Roll. To do this, you simply roll two dice, add them, then *subtract* your ability score in that skill from the number you rolled. For example, if the character shown above is asked to make a Stealth Roll, the player rolls two dice: suppose they are 3 and 4, adding up to 7. His Stealth ability score is 7, so he ends up with $6 - 7 = -1$. This number is called the Skill Result.

Sometimes, you simply find out what your Skill Result is and compare that with the numbers given in the paragraph, following the appropriate instruction. For example, suppose the paragraph reads:

MAKE A STEALTH ROLL:

2 OR LESS ♦ 233

3 OR MORE ♦ 109.

Then the character would turn to paragraph 233, since -1 is '2 or less'.

At other times you need to refer to a table. Combat normally uses a special table to determine results, as explained in the section on Combat. The other table in the book is the Skill Result Table (inside back cover). This is used for skills like Healing. To use this table, you simply roll two dice and obtain a Skill Result as described above, then find that result in the left-hand column of the table. Look across to the column headed with the skill you are using, and the box tells you how good your use of the skill was.

HEALING

You can use Healing skill whenever indicated by the paragraph or when this sign is shown in the margin: If Marion is with you at the time, she can attempt to heal you: she has an ability score of 10. Otherwise you must use your own ability score. To use Healing skill, you obtain a Skill Result and refer to the Healing column of the Skill Result Table. A successful use of the skill enables you to heal one or more wounds you have received in combat. Choose which wounds you will heal and rub them off the WOUND CHART on your Character Sheet. Healing skill is also sometimes used at the end of a fight: see the section on Combat.



STEALTH

Robin Hood uses Stealth skill to sneak around and avoid being seen or heard by his enemies. It is also useful in trying to surprise opponents, for example, when you want to set an ambush.

RIDING

Riding skill is used when you are attempting to do something tricky on a horse, such as escape from

someone chasing you. It is also used when trying to ride an unfamiliar horse or getting a horse to do something for which it has not been trained.

DISGUISE

This skill can be very useful for situations where you need to go somewhere you might be recognized by enemies, such as into a busy town. With good Disguise skill and some luck, you might even be able to bluff your way into Nottingham Castle and surprise the Sheriff!

MINSTRELSY

Minstrelsy skill combines entertainment with knowledge. It allows you to sing, tell stories, play a musical instrument and entertain people from drinkers in an alehouse to lords in their castles. It also gives you knowledge of many old tales and legends, and of the nobility of Norman England. Such information can be invaluable.

PERCEPTION

Perception is using all your senses to gather information about your immediate surroundings. It includes sight and hearing as well as Robin Hood's 'sixth sense': his ability to sense danger. A good Perception skill will help you to pick up useful details and additional information as you go through the adventure.

CHARM

This skill gives you presence and the ability to bluff, threaten or charm your way out of a potentially difficult situation involving other people, or get them

to give away something they were trying to keep secret. For example, if you have disguised yourself successfully to attend a court held by the Sheriff, you might use Charm skill to get information out of his guards there; or you might use it to plead for the release of a friend arrested by the Sheriff's men.

WOODCRAFT

The Woodcraft skill combines knowledge of Sherwood Forest with the skills needed to survive in the wild: tracking, hunting for food, foraging, identifying animals, plants and trees, and so on.

Combat

Combat skills are used when you are trying to fight an opponent. There are two combat skills: Hand-to-hand Combat and Ranged Combat.

HAND-TO-HAND COMBAT

This is fighting at close quarters with a weapon such as a sword or a quarterstaff. Robin Hood has a magical sword named Albion which is sometimes of great use to him; its special powers are explained when they come into use during the adventures. If for some reason Robin does not have Albion, it is always assumed that there is something available for him to fight with, be it a staff, club, lump of wood or even just his fists. Although, like other skills, your ability score in Hand-to-hand Combat cannot exceed 10 at the start of the game, it is sometimes adjusted for special

circumstances. Keep track of any changes in your Combat skills on the Character Sheet.

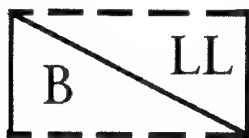
RANGED COMBAT

This is using missile fire to try to wound an opponent at a distance. Robin Hood usually uses a longbow, as do his companions, but longbows were rare in England at the time. Other characters you meet during the adventure might use crossbows or slings, or throw spears and rocks.

RULES FOR COMBAT

When you have to fight an opponent, you normally resolve the combat in a series of rounds. In each round, you get to attack once by rolling two dice and subtracting the appropriate ability score (for Hand-to-hand or Ranged Combat). You then find this Combat Result on the left-hand column of the Combat Result Table (at the end of the book) and read across that row until you reach the column indicated by either your opponent's Combat skill for Hand-to-hand Combat, or the Range number, for Ranged Combat, as given in the paragraph.

The square you end up in is divided into two halves. For example, if you have a Hand-to-hand Combat skill of 9 and you roll a 7, your Combat Result is -2. Find the -2 row on the Combat Result Table and look across. Let's say your opponent has a Combat skill of 3 (he's not very good). The square at row -2 and column 3 shows:



The symbol in the top right half of the square indicates the wound(s) you inflict on your opponent; the symbol in the bottom left half of the square the wound(s) he inflicts on you. In the example, you hit him in the leg twice, while he hits you in the body. Wounds are explained below.

Sometimes one or other of the opponents has no chance to inflict injury on the other, for instance, when you fire a longbow. In these cases, look up the result as normal and ignore the other half of the square, noting only the wounds on the affected person and ignoring any wound specified for the attacker. For example, if you have a Ranged Combat skill of 9 and roll a 7 for a Combat Result of -2 , when the Range number given is 3, you get to the same square as in the example above. Your arrow does a nasty (double) injury to the target's leg, and you ignore the symbol indicating a body wound for yourself.

WOUNDS AND WOUND AREAS

When you enter combat with an opponent, you will need the diagram showing his body as well as the diagram on your Character Sheet, showing your own body. The diagram is divided up into four Wound areas: head, arms, body and legs. Some areas of the body are more vulnerable than others to wounds.

Head. The head normally has only one segment. It is marked 'KO'. This means that any hit to the head will be a knock-out and the person receiving it is overcome.

Arms. The arms area normally has three segments. The first of these is blank, and the first wound taken in the arms is crossed off here. Blank segments are always marked off first, for any Wound area. The second segment is marked ' -2 ', and the second wound taken in the arms is crossed off here. The ' -2 ' means that

the person now reduces his or her Hand-to-hand Combat ability score by 2 until the wound is healed and the mark on the segment erased. The last segment in the arms area is a 'KO': a third wound in the arms indicates defeat.

Body. The body area normally has five segments. The first four of these are all blank and can be marked off in any order. The last segment in the body area is a 'KO'.

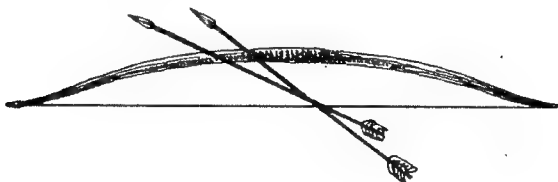
Legs. The legs area normally has four segments. The first of these is blank. The second is marked '-1': Hand-to-hand Combat ability score is reduced by 1 until the wound is healed and the mark on this segment erased. The third segment is marked 'Free Shot'. This indicates that, *for the next round only*, combat is resolved as normal, but the wounded person fails to inflict any wounds on his opponent. The last segment in the legs area is a 'KO'.

COMBAT SYMBOLS

The following symbols are used in the Combat Result Table to indicate wounds:

†	Head wound	A	Arm wound
B	Body wound	L	Leg wound

ow! Knock-back. This is a special result which causes no damage to an opponent, but forces him backwards or off balance. For the next round only, his ability score is reduced by 2. The round after that, he resumes fighting normally, assuming he is still on his feet!



FIGHTING MORE THAN ONE OPPONENT

If you have to fight more than one opponent at once (rather than in sequence), you still make only one roll each round. Add their Combat ability scores together and make a roll to obtain a Combat Result. The effect is given by the column of their combined ability scores. You can only wound one person each round. The paragraph may specify which you can hit. If not, you must decide which opponent you are aiming for *before* rolling the dice and obtaining a Combat Result.

KEEPING TRACK IN A COMBAT

When a wound is inflicted on a person, cross off the relevant segment(s) of the Wound areas in the order given above and adjust ability scores if necessary. Always use an 'X' to mark a wound, unless you are otherwise instructed, since sometimes you may receive special wounds. When a person receives a knock-out in any area, he or she has been overcome – not necessarily killed, but defeated by a more skilful or lucky opponent. You may also need to keep track of the number of rounds that a combat takes: remember, each attack you make is one round. A paragraph will tell you when you need to keep track of time in this way and will provide a set of boxes to cross off (one each round). The reason for this is that other people or events may catch up with you in the middle of a fight.

GETTING RID OF WOUNDS

Once you have taken some wounds, it is easier for an opponent to defeat you, since he will need to give you fewer wounds to achieve a knock-out. Whenever you see the healing symbol beside the text, you can attempt to use your Healing skill to heal some of the wounds you have taken.

SIMULTANEOUS KNOCK-OUT

Because both participants in a fight can receive wounds in a round, it is possible for both you and your opponent to be knocked out in the same round. This is a simultaneous knock-out. To see who is actually victorious, first check if there is anyone else around who you were supposed to fight: if there is, then they will automatically overcome you before you can recover. Similarly, if your friends are with you, they will come to your aid and keep your opponent overcome. If you and your opponent were fighting alone, you get the chance to make a Healing Roll before your opponent recovers. If you succeed in healing at least one wound, you will no longer be knocked out, and you can overcome your opponent. This is the only time you are allowed to make a Healing Roll without a specific instruction in the text.

SPECIAL COMBATS

Occasionally, you will have to fight someone in a non-standard situation. In these cases, any changes to the basic rules presented here will be noted in the paragraph. For example, you might have to fight a mounted opponent who is higher than you. Because of this, you cannot strike him in the head and you might be instructed that any head wound result you obtain against him should be ignored and treated as a miss instead.



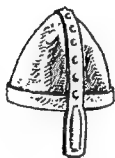
Possessions

There are three columns in the POSSESSIONS section of your Character Sheet. The first is for Usual Possessions, the equipment which Robin Hood commonly carries around with him. Below, there is a list of such items, from which you can choose up to three. During the adventure you may acquire additional items or lose those you already have. When this happens, make sure you write down the changes on your Character Sheet. You may not have more than five Usual Possessions at any time.

The second column is for Special Possessions. You start off with one Special Possession – your magical sword Albion. You may gain and lose Special Possessions as described above.

The third column is for Companions. The other comrades in your band are listed here. At the start of the adventure you should tick all the boxes beside their names, since they are all with you. As you go through the adventure, your companions may leave or get separated from you, in which case you should keep track of who is there and who is absent. If you go off alone, you can tick the 'Alone' box to make this easier to record, and should you meet with your friends again you will know who was there before you left them.

Occasionally, a paragraph will allow you certain choices depending whether or not you have a certain possession or companion with you. A quick check on the Possessions lists on your Character Sheet will establish this.



USUAL POSSESSIONS

You start off with a *dagger* and a *longbow and arrows*.

You may also have up to three of the following items:

Horse*

Sword

Silver crucifix

Bag of silver coins

Rope

Skin of wine

Staff

Large cloak

Pouch of herbs**

* The presence of a horse on your Possessions list indicates that you have the possibility of having a horse (imagine it tethered somewhere safe in Sherwood Forest).

** These herbs can be used with any *one* Healing Roll to improve your ability score by 3. Delete them after using them.

You may have more than one of any item if you wish.



SPECIAL POSSESSIONS

You start off with one special item: Albion. This is a magical sword forged by the legendary Wayland the Smith. It was originally one of seven swords imbued with the Power of Light and Darkness, but now is the only one remaining. It was given to you by Herne the Hunter.

Power of Light and Darkness

As Robin Hood, Herne's son and protector of Sherwood Forest, you have special power – the Power of Light and Darkness. You are chosen by Herne because you have the Power, and it can help you when you are in trouble. However, using the Power too often lays you open to corruption by the Forces of Darkness.

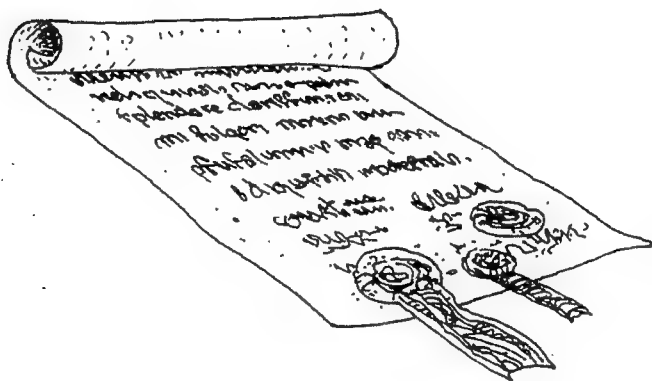
In the Robin of Sherwood Gamebooks, your character starts the adventure with 5 points of Power of Light and Darkness (abbreviated to Power in the paragraphs). During the adventure it is possible to gain Power, 'spend' it to help your character out of tricky situations, or even lose it as a result of foolish or ill-advised actions. At the end of the tale, the number of points of Power of Light and Darkness left to your character is used to assess how well you have done. If you play the adventure through more than once, try to improve on your 'rating' and find a better solution to the mystery of *The Sword of the Templar*.

If you ever drop to 0 points of Power, you no longer have the Power of Light and Darkness and you lose all your companions, as Herne directs a new Hooded Man to take your place. The game is over for you . . .



Failure

It is possible that you will fail to complete this adventure when you read through it. You might run out of time, be captured or even overwhelmed by some evil agency. Whenever this happens and you come across the words 'The End', you have failed. But take heart—you can try again! You can either design a new character or use the same one as before. If you use the same Robin, remove all Special Possessions other than Albion and pick which three Usual Possessions you will take. You also start again with 5 points of Power.



I

Times are good in Sherwood Forest. All know that the forest is Robin Hood's. Yet still the rich have been unwary or foolish enough to brave its leafy byways. Your life of robbery has never been so successful. Merchants, churchmen and titled men alike have parted with plenty of silver, and the villages you are sworn to protect have been living well for the past few months.

Your legend has grown so great that few now dare to oppose you. Those you rob hand over their valuables without a fight, fearing the dread reputation of the unstoppable outlaws of Sherwood. You haven't crossed swords with an opponent in earnest since late May, and now the first golden tints of autumn are beginning to spread through the forest.

Your arch-enemy the Sheriff hasn't tried to capture you for many months. He keeps well away from the forest and guards his tax-collecting with large numbers of men-at-arms. He seems to be prepared to leave you alone for now.

Today promises to be no different. As the sun rises into a clear sky, you feel the fresh tang of cold that speaks of winter to come. The chill breath of wind brings energy and exhilaration to your outlaw band. Little John and Much are baiting Tuck, who has grown fatter of late, if such a thing were possible. Scarlet is busy oiling his sword, though he seems in good humour. Even Nasir, the laconic Saracen assassin, is grinning at the horseplay.

'How long is it since you last saw your feet, Tuck?' asks Little John, poking him in the belly.

'The good Lord said, "Blessed are they which do hunger and thirst after righteousness; for they shall be filled,"' replies Tuck sternly. 'If He hadn't meant us to eat, He wouldn't have given us appetites.'

'Well, you've got a lot to thank him for. What do you think, Nas? Ever met anything fatter?'

The Saracen wrinkles his brow seriously and ponders the question.

'There was a camel, once . . .' he suggests.

'What's a camel?' says Much.

Marion stands up. 'That's enough,' she insists. 'Leave poor Tuck alone. I thought we were supposed to be watching the London road today. We should be off, if we're going.'

Little John grins and gives a mock bow. Will Scarlet looks up from his sword.

'Are we ready to roll?' he asks. Unbidden, all eyes turn on Tuck, and you can't help but think of a rather large barrel.

Soon the glade is ringing with laughter and even Tuck joins in with good humour.

With Marion doing the prompting, you are soon off to the London road to set an ambush. There are usually enough travellers to make a day's wait there interesting . . . and rewarding.

A few hours after you arrive, a group of likely-looking travellers approaches. From your hiding-place, you make out a knight riding proudly beside a yeoman companion. The knight wears the distinctive red cross on a white background of the Knights Templar, while the sergeant bears the King's arms. The two are followed by a squad of men-at-arms. As they approach, you notice the chests which the Templar knight carries on his horse behind him. It looks as though you've encountered another wealthy man, who must be persuaded to make a donation to the poor. You prepare for the ambush.

DO YOU:

STAY HIDDEN IN THE TREES AND SHOOT THE
MEN DOWN WITH YOUR BOWS? ♦ 128

LEAP OUT WITH WEAPONS DRAWN AND DEMAND THEIR MONEY? ♦ 211

2

You charge out of the trees into the road ahead of the priest. Brandishing your sword, you hail him: 'Ha, Father! There's a toll on this road, you know. I've got . . .' You're about to tell him of your friends in the trees with bows when, to your surprise, the priest draws a large wooden cudgel from his robes and spurs his donkey towards you. The sight of the over-dressed clergyman trying to swing at you from the back of his mount is laughable, but the blow that descends on you is no joke. The man is too close for your friends to shoot him, so you must defend yourself.

PRIEST:

COMBAT SKILL = 4

IF YOU OVERCOME THE
PRIEST WITHIN 3
ROUNDS ♦ 65

IF HE OVERCOMES YOU
♦ 174

IF THE FIGHT LASTS
MORE THAN 3 ROUNDS
♦ 346



3

You round a corner and almost bump into a man; you step back quickly. Fortunately he is unbolting a door and has his back to you, so you can peer around and get a better look at him. With a gasp you realize it is the Knight Templar you met earlier. You recognize him by his white mantle with the red cross, coat of mail and sword scabbarded at his side.

♦ 350

'What is it you want?' you ask, stepping between the stones.

'I have not come to answer foolish questions,' replies the knight, sternly. He starts circling, sword delicately poised, ready to parry or strike. You mirror him, concentrating intently on his movements — death's dance, taken slowly.

DO YOU:

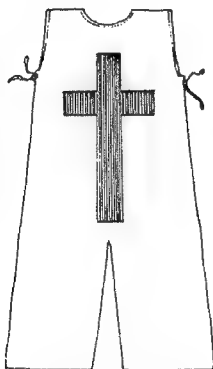
CHARGE HIM ALONE? ♦ 251

RALLY YOUR FRIENDS (IF THEY ARE WITH YOU) AND RUSH HIM TOGETHER? ♦ 315

TRY TO GET MORE INFORMATION OUT OF HIM? ♦ 81

William tells you that a knight is expected in Nottingham with the deposit. The money is to be handed over to the Bishop in the next couple of days to seal the contract. Cloudesley has some business with the Templar himself, but he isn't prepared to discuss it with you and you tactfully refrain from questioning him further. Soon he bids you all farewell, assures Clim that he'll see him again soon and then leaves.

♦ 199



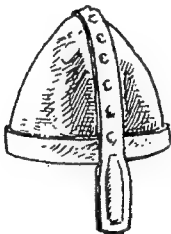
6

You scan the surroundings for a place to hide—a rocky outcrop, a stand of trees, anything. Then a glint of metal catches your eye from behind a tree and you make out the form of a man: he is hooded and cloaked, and has a sword in his hand. You strain your eyes and realize that the trees are alive with men. Already the hillock is half surrounded, but there is still time to escape if you retrace your steps. Stealthily, you move swiftly back down the hill and hurriedly confer with your companions. They all agree that splitting up gives the best chance of escaping, and that you will meet back at the camp at nightfall.

Your friends melt away into the misty wood. You weave a confusing path to throw off any pursuers, and make your way deeper into the forest.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

◆ 378



7

The door is opened before long by a black-cowled man, who holds a guttering candle in one hand and peers at you.

'Who are you?' he asks. 'What do you want at this time of the evening?' He sounds peeved and annoyed at your visit. When you ask to see the Bishop he scowls and says, 'His Excellency is at prayer. You won't be able to see him this evening.' He makes to close the door, but you put your hand up and explain that your

business is urgent. The man looks you up and down, and you think you may have to rejoin your companions and try again on the morrow.

MAKE A CHARM ROLL. IF YOU HAVE THE PARCHMENT NOTE ADD 4 TO YOUR ABILITY SCORE:

- 2 OR LESS ♦ 158

- 1 OR MORE ♦ 302

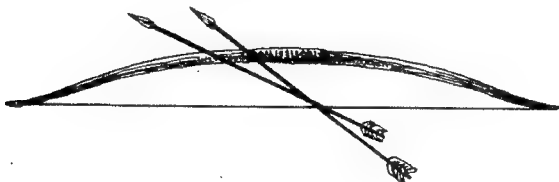
8

The Hidden Path is a reference to the paths used by spirits and people from the 'other world'. Few believe such paths and people truly exist, but who really knows?

The Hidden Path leads through the 'Heart of England', where the ancient, mystical smith Wayland is said to reside. Wayland made your sword Albion, endowed with the Power of Light and Darkness. Surely one such as Wayland the Smith will know of the black blade of the Templar.

Should you undertake this journey, it will take several days. Before you set off you should see your friends again.

♦ 316



9

You snatch the white arrow from your quiver, snap it to your bow and loose it. The shaft speeds straight for the Templar's heart, but never finds its target. With a swish of his sword, he cuts the white arrow out of the air.

Then he charges. You barely have time to fling your bow aside and draw Albion before he is upon you, his dark blade striking sparks off yours.

TAKE A WOUND TO THE BODY.

IF YOU ARE OVERCOME BY THIS ♦ 163

OTHERWISE, DO YOU:

RALLY YOUR FRIENDS (IF THEY ARE HERE)

AND ATTACK HIM TOGETHER? ♦ 315

ATTACK HIM BY YOURSELF? ♦ 251

10

You trudge off along the Nottingham road, bow slung across the tunic bearing the King's arms. After a couple of hours' walk you find yourself at the gates of Nottingham, where a large number of men-at-arms have been posted. There are more than is usual, and they are checking everybody who tries to pass through the gates. You march boldly up and demand to be allowed through, since you are on the King's business.

'Well, well, what have we here?' says the gate-sergeant. 'A King's messenger on foot and carrying a longbow. Marched all the way from London on *urgent business*, have you?'

♦ 71

11

Baldric thinks that he should go with you as well, but you tell Bryn, the prebendary's servant, that he will be along soon. Bryn is a little surprised, but agrees to take you to the Stonehouse, where Father Losoard resides.

He leads you along a moonlit track through dark fields and past the sleeping forms of animals. The moon glints off a pond behind the large stone house with its walled courtyard. Within the yard, Bryn leads you to a small door and up a flight of covered stairs.

♦ 285

12

You succeed in opening the door. The room is obviously a store. There is no window, but in the light from the doorway you can see chests, boxes and bales of cloth on shelves. You enter and pull the door to. Gradually your eyes grow accustomed to the darkness, and you shift a few chests of silk and brocade to make a perfect hiding-place. You can also change your conspicuous livery for some rough servant's clothes from one of the boxes.

ADD HIDING-PLACE TO YOUR SPECIAL POSSESSIONS.

IF YOU WANT TO EXPLORE THE CASTLE AT RANDOM ♦ 246

IF YOU WANT TO SPEND A POINT OF POWER ♦ 254

13

You follow the course of a tiny stream as it gurgles down the valley. There are no paths, and you can see no sign that anyone has ever passed this way before. After a short while you see a small copse of pine trees ahead of you. A figure on horseback emerges from the trees and as it gets closer you can see that it is a startlingly beautiful, dark-haired woman. Though the horse canters up to you at speed, the woman carries a bowl in one hand without upsetting its contents.

She says nothing, but she dips a finger into the bowl and flicks it at you. You instinctively raise your hand as if to ward off a blow, and you feel a drop of moisture touch your palm. The woman laughs, wheels her horse and rides off down the valley.

DO YOU:

CONTINUE WITH YOUR JOURNEY? ♦ 171

CHASE AFTER THE WOMAN?

IF YOU ARE ON FOOT ♦ 288

IF YOU ARE ON HORSEBACK, MAKE A RIDING
ROLL:

0 OR LESS ♦ 355

1 OR MORE ♦ 206

14

INGRAN DE BLOIS:

COMBAT SKILL = 7

IF YOU OVERCOME ING-
RAN ♦ 72

IF HE OVERCOMES YOU
♦ 310



15

Whoever made this box certainly knew his trade. The hidden opening mechanism is beyond your ability to fathom. The jewelled casket is so intriguing that you fail to hear the approach of footsteps along the passage until the door to Sir Roger's chamber is thrown open by a guardsman. He exclaims on seeing you and has shouted out a warning before you can react.

You cut short his cry of alarm with Albion. As the guard slumps to the floor, you dive into the corridor.

CHECK YOUR SPECIAL POSSESSIONS LIST.

IF THIS SYMBOL # IS MARKED ♦ 168

IF NOT, DO YOU:

MAKE FOR THE MAIN GATES TO FLEE? ♦ 212

RETURN TO YOUR HIDING-PLACE (IF YOU
HAVE ONE) AND WAIT FOR MORNING ♦ 365



The huge granite monoliths are misshapen and moss-covered. They stand in a circle about forty feet across, like nine dancing giantesses turned to stone. Herne is tied to the Maiden on the far side of the ring. The Templar stands waiting in its centre, his sword resting lightly at his side.



DO YOU:

TRY TO USE ONE OF YOUR ITEMS? ♦ 142

CALL OUT TO HIM AND APPROACH CAUTIOUSLY? ♦ 4

CHARGE AT HIM ALONE, BRANDISHING ALBION? ♦ 251

RUSH HIM WITH YOUR FRIENDS (IF THEY ARE WITH YOU)? ♦ 315

17

Nottingham is busy, and not just with the ordinary folk of the borough. The Sheriff obviously still has hopes of recapturing you and there are many extra patrols about. Perhaps leaving the town will be more difficult than you expected.

You dodge into a seedy and run-down building. It turns out to be a tavern, but one that is frequented by only the meanest and least discerning of drinkers. You are about to leave when you see two men arguing in a dingy booth. One of the voices sounds familiar.

IF YOU HAVE CLIM'S MAIL ♦ 304

IF NOT ♦ 295

18

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

The forest stirs with life as you wander through the trees seeking one of the sacred spots where Herne appears and speaks with you from time to time. Sunlight glints through yellowing leaves of oak and beech.

Having passed by a certain spring and waited for Herne with no result, you decide to head on to Harold's Tree. The tree is now only a stump, yet still retains the distinctive horse-head shape used by the old king for his emblem.

MAKE A WOODCRAFT ROLL:

-3 OR LESS ♦ 287

0 TO -2 ♦ 165

1 OR MORE ♦ 69



19

You are battered to the ground, bruised and bleeding. You make out the man-at-arms as he falls under Nasir's scimitars. There is a strange thumping in your head and the world spins. Your friends are fleeing . . .

◆ 313

20

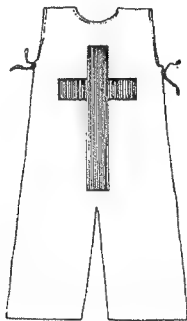
You realize you can intercept the Sheriff's agent's route by cutting across country to one of the proper roads through Sherwood Forest. There you have a chance of finding more recent news of him. You soon reach the thoroughfare and head north. You keep to the edge of the road, ready to avoid trouble should it pass. Baldric's encounter with the Sheriff's men has warned you well.

Some miles on, you spy a crossroads up ahead where a number of traders' stalls are set up. To one side is a large blue-canopied tent with pennons hanging from it. To your alarm, you see that they bear the colours of the Sheriff.

DO YOU:

AVOID THE CAMP AND GO THROUGH THE WOODS TO SCROBY? ◆ 198

LEAVE YOUR FRIENDS HERE AND INVESTIGATE THE CAMP? ◆ 79



21

You nearly gag on the fiery liquor. The burning sensation runs down the back of your mouth and all down your throat.

The man slaps you on the back and guffaws: 'How d'you like our bilberry wine, then, eh?'

The hairy man seems as though he might be useful to you, for all his half-drunk state and crudeness. When you ask him if there is anywhere you could sit down, he leads you to a tiny room, no more than an enclosed alcove. In this nook are a couple of stools and a table fixed to one wall. You might be able to get this man to tell you where you can hide inside the castle and where you can lay your hands on some other clothes in order to look more like the servants.

DO YOU:

JUST HAVE A QUICK DRINK THEN BID HIM
FAREWELL, PASSING THROUGH THE KITCH-
EN TO THE PASSAGE BEYOND? ♦ 358

REVEAL WHO YOU ARE? MAKE A CHARM ROLL.
IF YOU HAVE A WINESKIN YOU CAN OFFER IT
TO THE MAN AND ADD 4 TO YOUR ABILITY
SCORE (THEN DELETE THE ITEM FROM YOUR
LIST):

0 OR LESS ♦ 121

1 OR MORE ♦ 35

22

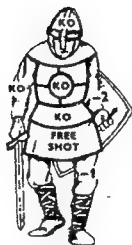
Clim is soon being beaten back, bleeding from wounds in his arm, his thigh and his cheek. Pushing two of the foresters aside, you and your companions grab the weapons confiscated earlier. While they protect you from the foresters, you call to Cloudesley and distract him, allowing Clim to slip away. Now you face the enraged warden.

23-24

WILLIAM OF CLOUDES-
LEY:

COMBAT SKILL = 9

WILLIAM HAS ALREADY
TAKEN 1 WOUND IN THE
LEG AND 2 IN THE BODY
FROM HIS FIGHT WITH
CLIM.



IF YOU OVERCOME
WILLIAM ♦ 196
IF HE OVERCOMES YOU
♦ 400

23

The other guardsmen back off in alarm. You are free either to ride back to the inn or to attack them, so that you can continue on to Nottingham when Clim gets back.

DO YOU:

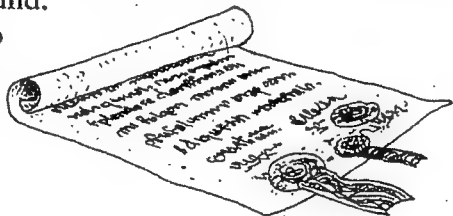
RIDE OFF? ♦ 222

ATTACK THE REMAINING GUARDS? ♦ 45

24

You hurl it behind you and continue to flee. Your ploy does not work, however, and the hounds aren't even slowed. Soon they are right behind you. Then there is a swish of air and a mighty weight lands on your back and knocks you to the ground. The last things you see are a pair of enormous red eyes and the slaverling jaws of a hound.

♦ 400



25

Your bluff has failed and the guards realize that you are no servant. You must fight them to escape.

GATE GUARDS:

COMBAT SKILL = 4
EACH

IF YOU OVERCOME
BOTH THE GUARDS
WITHIN 5 ROUNDS ♦ 159
IF THEY OVERCOME
YOU ♦ 281

IF THE FIGHT LASTS
MORE THAN 5 ROUNDS
♦ 82



26

It's hard to know whether to trust this fellow. While he's well past middle age, there is a youthful gleam in his eyes. His jaunty manner makes it very difficult to be suspicious of him. What's more, his name rings a bell. You feel a memory gnawing at the back of your mind—some nearly forgotten tale. But of what?

IF YOU SEARCH HIM FOR MONEY, CONFISCATE
HIS BELONGINGS AND SEND HIM ON HIS WAY
♦ 271

IF YOU TREAT HIM SUSPICIOUSLY AND QUES-
TION HIM ABOUT HIS BUSINESS ♦ 299

IF YOU ACCEPT HIM FOR THE MOMENT AND
RACK YOUR BRAINS FOR THAT TALE, MAKE A
MINSTRELSY ROLL:

—1 OR LESS ♦ 345

0 OR MORE ♦ 259

27

'Upon Elidor I carved runes as I did upon Albion. They are the secret of his power: "He who bears me shall not bear false witness." Remember this in time of need – the holder of this sword cannot lie. Now you must leave.'

You hurry out of the barrow and stand blinking in the sunlight. The air is fresh and clean after the charcoal smoke of the forge.

DO YOU:

RETRACE YOUR ROUTE BACK TO SHERWOOD?

◆ 166

TRAVEL ALONG THE ROAD? ◆ 308

28

You leave alone and feeling as though this really isn't your day. Now you must try to leave the town in your current disguise and trust to luck to get you past the guards on the gate. You pause in a doorway just by the guard-post when something close by startles you.

MAKE A DISGUISE ROLL:

-2 OR LESS ◆ 317

-1 OR MORE ◆ 185

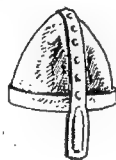
29

You stare hard at the newcomer and say, 'We live in dangerous times, friend. We can never be too sure about anyone. Maybe you'd care to tell us all who you are and what brings you to these parts?'

MAKE A CHARM ROLL:

0 OR LESS ◆ 347

1 OR MORE ◆ 292



30

The old fellow seems to like you well enough, and introduces himself as Denis of Norton.

You lead him to the quieter side of his booth and ask him whether any of the Sheriff's men, particularly messengers, have recently come or passed through from Nottingham.

'There's none as passed through other than guards, though a couple arrived today. Oh, and one yesterday.' You press him for more information. 'They're all staying in the pavilion there.' He points to the large blue tent. 'I'll be serving them all soon as I did for lunch.'

You invent a story of a brooch of your mother's unlawfully taken by one of the Sheriff's men and claim that you are hunting him. Denis tells you of the newcomers:

'They'll all be out of the pavilion to eat. There's Ingran, he's closest to this end; then next to him in another curtained-off bit is Fredegis, a messenger, I think. Beside that old clerk and sergeant, there's Haldane the Beadle.'

You thank Denis for his information and wait until the Sheriff's men emerge from their meal, quaffing some small beer.

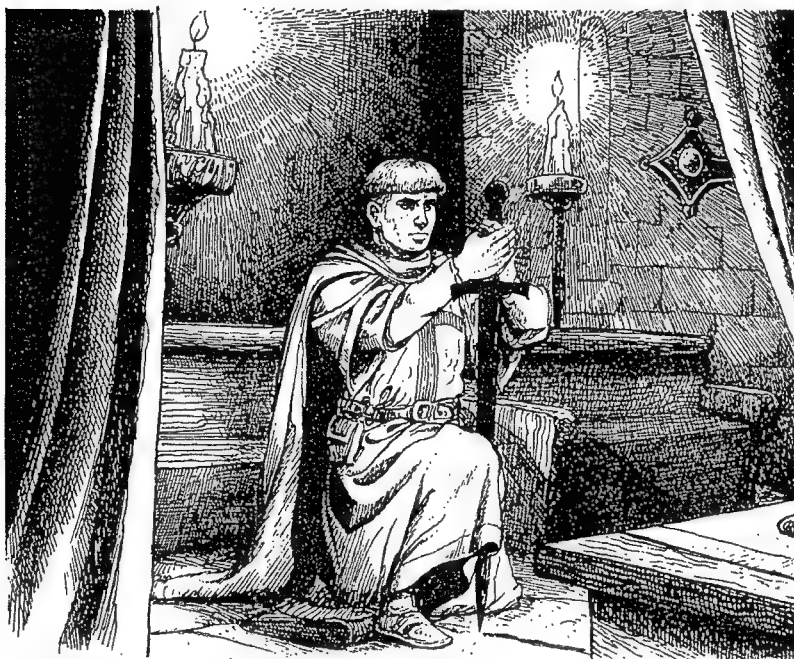
♦ 173

31

At the far end of the gallery is another door on to a passageway. With due caution, you sneak out into the corridor and go along it. The walls are cold, whitewashed stone and the masonry tells you that this is one of the oldest parts of the castle. After a little way you come across a curtained doorway.

You peer inside and see a chapel, with a couple of pews, an altar surmounted by a cross, a small pulpit and long, narrow window slits. The room is dimly lit

by a pair of candles, but the white-kilted figure of the Templar knight can be easily seen, kneeling in the front pew, his hands clasping the hilt of the strange black-bladed sword, which is planted upright in front of him.



Perhaps now is the time to confront this monk knight and learn the reasons for his presence here?

DO YOU:

APPROACH THE KNIGHT TO CONFRONT HIM?

◆ 306

HIDE IN THE SHADOWS NEAR THE CHAPEL
AND SEE WHAT HE DOES AFTER HIS PRAYERS?

◆ 179

32

A short way further on you see a familiar sight outlined against the horizon. It is a human figure with stag's antlers rising majestically from its head. You hurry towards it, but as you get closer the figure disappears below the brow of the hill. When you reach the rise, you see woodland spreading beneath you, but no sign of Herne. There are faint tracks leading down into the woods, so you follow them down the hillside.

MAKE A WOODCRAFT ROLL:

O OR LESS ♦ 318

I OR MORE ♦ 189

33

Guards are piling into the room as you fight. You are quickly overwhelmed and beaten senseless. When you come to you are bruised and battered – and back in the dungeon pit. Of Clim there is no trace.

♦ 333

34

'For the love of Christ, whose soldier I am. There is but one God and man shall worship no other.' He grips his black blade with both hands and launches a tremendous blow at you, which knocks you back across the circle.

TAKE A WOUND TO THE BODY.

IF YOU ARE NOT OVERCOME AND ALBION BEARS
THE BLOOD-RED RUNES ♦ 251
OTHERWISE ♦ 163

35

The bearded man jumps back when you tell him who you are and looks at you in horror. His voice trembles as he speaks:

'What? Oh, Heavens and Saints! Are you trying to bring our deaths upon us? We don't want to know your sort: you'll only cause trouble.' The man's voice has risen to a shriek and in moments the kitchen is in uproar.

There is only one thing to do – try to escape. You barge past the hysterical, bearded man, but then have to decide which is the best way out of the kitchen.

DO YOU:

SIDLE BACK OUT INTO THE COURTYARD? ♦ 319

GO THROUGH TO THE PASSAGEWAY? ♦ 284

36

The stranger accepts your apology guardedly. He turns to Clim and says, 'Obviously I'm not welcome in your current company, Clim, so I'll be about my business. But I'm sure I'll catch up with you in the next couple of days.'

Clim nods and says his goodbyes. William slings his bow across his back and leaves the inn.

♦ 199

37

Eventually you arrive at Rufford Abbey. It is a small establishment with no more than two dozen monks and a few lay brothers who have not yet taken the full vows. It is one of these who greets you at the door after you have left your friends waiting in the forest.

'Good day,' he says in a friendly voice. 'How can I help you, sir?' You explain to him why you have come and ask to speak to either Father Abbot or the Brother Librarian.

'Oh dear. I'm afraid that won't be possible at the moment,' apologizes the man. 'All the brothers have taken a vow of silence until Michaelmas, as a devotional atonement. They seek to help Lady Margaret

intercede on behalf of her late husband, the Lord of Cannock. Long will be the prayers needed to save his soul, I fear, but we are bound to try.'

Without help there is no way you could find what you seek. You return unhappily to your friends.

IF YOU NOW CARRY ON TO GATHAM ♦ 93

IF YOU CHANGE YOUR MIND AND TAKE SOME OTHER ACTION, DO YOU:

HAVE THE WHITE ARROW AND WANT TO USE IT? ♦ 340

SEEK THE 'HEART OF ENGLAND'? ♦ 226

SEARCH FOR BALDRIC? ♦ 107

38

You immediately recover one wound, so you are no longer overcome, but you must rest before going on. The foresters are spreading out and searching for you – only skill and a little luck will help you to stay concealed.

MAKE A STEALTH ROLL. IF YOU WERE OVERCOME BY THE FIRST SHOT, REDUCE YOUR ABILITY SCORE BY 4:

–1 OR LESS ♦ 324

0 OR MORE ♦ 209

39

You think of a possible solution to Gatham's predicament. If Canon Law, the law of the Church, is so separate from the Shire Justice that the Sheriff hands out, surely something in it might help Gatham – presently Church land. You ask Father Losoard excitedly.

'Perhaps – yes, you might be right,' he replies. 'If it could be shown that the sale was against the interests of the Church, the Canon Court might bar the agreement. But such an action would be costly, for the

Bishop would not plead the case. The villagers would have to find their own advocate.'

You tell Losoard there is no problem: you can help with money easily enough. The priest looks pleased. Obviously he is more attached to the people of Gatham than he lets them see. Now you have given the villagers new hope, you can return to Sherwood.

Suddenly you have a vision of the Templar knight holding his black sword aloft. You know you must seek an answer to the puzzle he poses.

NOTE DOWN ON YOUR CHARACTER SHEET THAT YOU HAVE REFERRED THE CASE TO THE CANON COURT.

♦ 113

40

You attract the attention of the guard. His curiosity is aroused, and he walks over to the pit and around to your side of the grille. You hope he won't be expecting someone to pop up right under his nose and you will be able to deal with him.

As you perch precariously on top of Clim's shoulders, the guard looms directly above you.

MAKE A HAND-TO-HAND COMBAT ROLL. IF YOU HAVE THE LEAD WEIGHTS ADD 1 TO YOUR ABILITY SCORE:

-3 OR LESS ♦ 194

-2 TO +2 ♦ 312

+3 OR MORE ♦ 157

41

The route you take to Gatham crosses the main roads through Sherwood Forest and uses smaller, less frequented paths and bridleways. Gatham is only a small village, and its sole connection with the outside world is a cart track. But its people are people of Sherwood,

sharing your respect for the forest and for Herne, its protector.

The cluster of huts and houses surrounding the muddy green stands in a clearing within a sheltered valley. Trees cover the hills on either side and line the banks of a merry stream. The villagers keep many cows and pigs and also grow crops on the other side of the valley where the slopes are sunnier and less steep.

As you cross the stream at a little ford, some children rush to greet you and your companions. Soon they are followed by men and women, including Baldric, who introduces himself:



'God bless you all for coming, and Herne protect you. I'm Baldric, and this is Gatham. The others asked me to petition the Bishop as their spokesman, but I didn't get very far – the Sheriff saw to that!' Baldric suddenly stops, realizing you are all footsore and thirsty after your journey.

'Come along, have some refreshment,' he says. He leads the way to his house, a modest building with one large room, a hayloft and a screen to separate the byre at the far end.

◆ 362

42

More time passes as you resume your watch on the road. Then you hear the jingle of a harness. Three riders are making their way towards you – one a steward, the other two guardsmen.

DO YOU:

LET THEM PASS BY? ◆ 95

JUMP OUT AND ATTACK THEM? ◆ 323

SHOOT THEM DOWN WITH YOUR BOWS? ◆ 230

43

The knight seems wrapped in his own thoughts as you follow him. At a door hung with the Templars' banner he stops, draws back the bolt and goes in. You dodge into an empty room opposite and decide what to do next. After a couple of minutes, when you have made sure that no one else is about, you cross to the door of the chamber and press your ear to it.

◆ 96

44

You cross the circle to where the black sword fell. It sticks from the wet turf at an angle. You draw it from the ground, and return to the Templar. As you bend over and place the sword in his hands, you realize it is too late – he has breathed his last. You straighten out his body and fold his arms across his chest. He may have been your enemy, but Sir Roger was true of heart. He was merely misled – but by whom?

◆ 200

45

You must now fight the other two guards together.

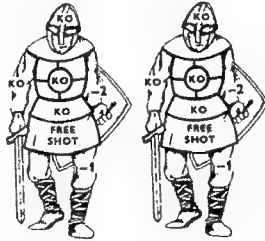
TOWN GUARDS:

COMBAT SKILL = 4
EACH

IF YOU OVERCOME
BOTH GUARDS WITHIN
8 ROUNDS ♦ 321

IF THEY OVERCOME
YOU WITHIN 8 ROUNDS
♦ 290

IF THE FIGHT LASTS
MORE THAN 8 ROUNDS ♦
202



46

Clim is up and holding his own sword before you reach him.

CLIM OF THE CLEUGH:

COMBAT SKILL = 8

IF YOU OVERCOME
CLIM WITHIN 4
ROUNDS ♦ 219

IF HE OVERCOMES YOU
OR THE FIGHT LASTS
MORE THAN 4 ROUNDS ♦
330



47

On a sudden impulse you fling the spare weapon behind you in the path of the hounds, and continue to flee. When you look back after a few seconds, you see a startling sight. A tall, armoured warrior stands before the ravening pack, wielding what looks like the

weapon you dropped. He swings it with easy strokes and the maddened dogs fall like stalks of wheat before the harvester's scythe. You have no idea who this mysterious defender is, but common sense tells you to continue with your journey. With a last grateful glance at the tall warrior battling with the hounds, you hurry onward.

DELETE THE WEAPON YOU DROPPED FROM
YOUR POSSESSIONS.

◆ 296

Strong arms grasp you from behind and you find yourself held by Little John. Meanwhile Clim has restrained William. When the two of you have calmed down and stopped struggling, your companion lets you go. 'Who are you?' asks William, eyeing Albion.

DO YOU:

TELL HIM YOUR NAME? ◆ 303

REMAIN SILENT? ◆ 186



49

With a remarkable exhibition of skill, you manage to creep up silently behind the guards, grab a stool and smash it over the head of one of them. As the other guard jumps up in alarm, you snatch the sword from the belt of the first man, now lying slumped across the table, then turn to face the second.

DUNGEON GUARD:

COMBAT SKILL = 4

YOUR COMBAT ABILITY
SCORE IS REDUCED BY 2
AS YOU DO NOT HAVE
ALBION.

IF YOU OVERCOME THE
GUARD WITHIN 4
ROUNDS ♦ 244

IF HE OVERCOMES YOU
♦ 33

IF THE FIGHT LASTS
MORE THAN 4 ROUNDS

♦ 129



50

'Some people come - enemies!' hisses Herne. You realize immediately that they must be the foresters you encountered earlier, continuing their deer cull. You are without friends and must look after Herne's servant: his powers are weak and he relies on you for earthly protection.

DO YOU:

TELL HERNE TO CONCEAL HIMSELF AND PRE-
PARE TO MEET THE MEN? ♦ 149

CONCEAL YOURSELF AS WELL? ♦ 114

51

As you quietly reveal your knowledge of the Sheriff's blackmail plans, the Bishop hangs his head in shame. 'Yes, it's all true,' he says. 'I had the will forged. It was over thirty years ago. The Baron had always meant to leave his money to our church, then he argued with my prior and changed his will in spite. Now it seems Abbot Hugo has remembered. I never liked him when he was simply Brother Hugo at Rufford, with his too-sharp eyes and tongue. But what's to be done?'

You suggest to the Bishop that for a suitable reward you can intercept the Sheriff's agent Ingran and relieve him of the will. A donation to the poor and needy of Sherwood . . .? Bishop Herbert looks at you somewhat incredulously, then laughs, a short harsh bark.

'I'd give plenty to frustrate those de Rainaults,' he says. 'Here, take that cup for a start.' You look at the silvered goblet as the Bishop calls for his servant.

When he comes, the Bishop says, 'Simon, you remember that man from Nottingham? He's due here tomorrow. I want you to meet him in the village and distract him.' The Bishop turns to you. 'Will that be enough for you?' You grin, then the Bishop crosses you and you leave.

ADD SILVER GOBLET TO YOUR SPECIAL POSSESSIONS.

♦ 302

52

You must wait some time before making any further move. Dusk has come and will greatly aid your ability to sneak around the castle undetected. You can also fashion one of the thin bed coverings into a passable cloak simply by folding it and draping it around your shoulders.

Outside in the passage the flickering light of a torch,

guttering in the cold draught, lets you see without revealing your identity should anyone pass. Across the way you can hear sounds from within the knight's chamber. Cautiously, you step closer and press your ear to the door.

◆ 96

53

The tracks are muddy and hard to discern, but you manage to find some clear prints. The horseshoes which made these marks are not the usual type common in Nottingham and Yorkshire – they have five nails instead of the usual seven, and have splayed ends unlike the commoner tucked-in variety. This sort of horseshoe is made and used up in the north of England, on the Borders. Whoever the riders are, they cannot be the Royal Assessor you seek.

◆ 374

54

You catch the sound of horses' hoofs while they are still some way distant. You look up the road and see a large body of mounted men galloping towards you. Shouting 'Run!', you abandon the bodies and flee. Your friends race off into the trees. You can follow them, or you could try to make your escape on one of the dead men's horses.

DO YOU:

RUN INTO THE TREES? MAKE A WOODCRAFT
ROLL:

2 OR LESS ◆ 250

3 OR MORE ◆ 205

JUMP ON A HORSE AND GALLOP OFF? MAKE A
RIDING ROLL:

1 OR LESS ◆ 250

2 OR MORE ◆ 117

55

You abandon yourself to the fray, whirling Albion with both hands. Your opponent's skill is flawless, however. With a step to the side and a flick of his sword, he evades your shining blade and deals a powerful blow to the small of your back. You fall to your knees and topple over.

TAKE I WOUND TO THE BODY.

◆ 192

56

The dungeon is a single subterranean cell, dark, dank and stinking. It is hard to see just how big the chamber is, as the only light filters down from a grille some ten feet overhead. A number of bodies lie unmoving in the dirty, lice-infested straw. All your possessions have been taken away and there seems to be nothing you can do.



CHECK YOUR LIST OF SPECIAL POSSESSIONS.

IF YOU HAD CLIM'S MAIL ♦ 333

IF NOT ♦ 215

57

You spy a low rock off to one side. It has been squared off and must have been a seat or altar in ancient times. Although dusk is rapidly reducing your vision, you can make out a small rounded shape sitting on top of it. It shines faintly, as if it is made of highly polished metal. You sense a malign influence.

DO YOU:

SHOOT AN ARROW AT THE SHAPE, IF YOU
HAVE YOUR LONGBOW? ♦ 91

RUSH AT THE SHAPE AND STRIKE IT WITH
ALBION? ♦ 391

IGNORE THE SHAPE AND CARRY ON TO THE
STONE CIRCLE (NOTE ON YOUR CHARACTER
SHEET THAT YOU ARE NOW ALONE)? ♦ 16

58

There is a gasp as you raise your sword to strike the killing blow. Before you can bring it down on the prone William, a strong hand grips your wrist.

'I didn't think you were a common murderer, Robin,' says Clim. He pushes you back and looks to his friend. You see that Marion is staring at you, her face dreadfully pale.

'I'm leaving you, Robin,' she says, distraught. 'I'd never have believed you could have even considered anything like that.'

You start to move towards her, but she takes a step back and warns you to keep away. There is nothing you can do to persuade her: you have lost Marion. As she takes her things and leaves the inn, William recovers consciousness. With Clim's help, he staggers to

his feet and the two hobble to the door. Before he leaves, William gives you a contemptuous, sneering look.

'Take this,' he says, throwing a green embroidered gauntlet to you. 'Some day I'll be back to collect it and settle this account.'

With Clim gone, your chances of bluffing your way into Nottingham are slim indeed.

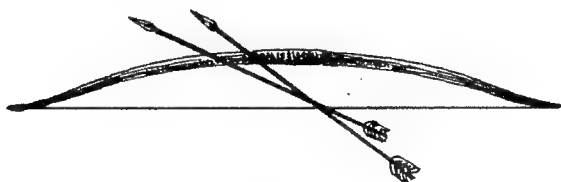
DELETE MARION AND CLIM FROM YOUR LIST OF COMPANIONS.

ADD THE GREEN GAGE TO YOUR SPECIAL POSSESSIONS.

DO YOU:

WANDER INTO SHERWOOD TO SEEK ADVICE FROM HERNE? ♦ 307

FORGET THE TEMPLAR AND GO BACK TO AMBUSHING TRAVELLERS ON THE LONDON ROAD? ♦ 376



The sound of the hammer ceases. You wait expectantly for a minute or so before you hear a shuffling sound from within the tunnel. Then a tall man emerges, blinking in the sunlight. His hair is blond and tied in a top-knot. A blond moustache droops down either side of his mouth. He is well muscled and bears a metal hammer in his right hand. You notice that his right leg is bent as if deformed.

Wayland growls. 'Who are you to call me from my labour?' he asks in a rough voice.

When you reply that you are Robin Hood, he scratches his bared chest and looks you up and down. 'Is that so?' he says.

DO YOU:

DRAW YOUR SWORD? ♦ 342

TELL HIM YOU SEEK TO KNOW ABOUT THE
SWORD OF THE TEMPLAR? ♦ 238

60

In the end compartment is a folding cot with a woollen quilt spread untidily across it. Beside the bed lies a small wooden chest and a saddlebag from which a thick book protrudes. Hanging from a rope on the wooden hook is a travel-stained cloak. With the sound of voices approaching outside you can take only one of these bulky items before getting out under the back flaps of the tent.

DO YOU TAKE:

THE CHEST? ♦ 381

THE BOOK? ♦ 274

THE CLOAK? ♦ 148

61

Even though the Sheriff has practically conceded Sherwood Forest to you, he keeps a very close guard on his own lands and town. Nottingham is very difficult to get into and out of unnoticed these days. However, Clim has a practical plan which stands every chance of working: you can dress in a spare tunic he carries. Since Clim is a sergeant in the King's Guard, he won't have any problems escorting you through the gates.

'After that it's up to you, Robin,' he says. 'I'll have paid you back for that fine meal last evening, and I've my own business to be about.'

You say farewell to your friends. You slip behind a

tree and don Clim's clothing and a purloined helmet, which should disguise you well. Together you ride off.

IF YOU DON'T HAVE A HORSE ON YOUR LIST OF USUAL POSSESSIONS, YOU MAY GO BACK AND TAKE ONE BELONGING TO THE DEAD MEN-AT-ARMS WHOM YOU AMBUSHED. ADD THIS TO YOUR LIST OF POSSESSIONS.

YOU MAY NOT TAKE YOUR LONGBOW WITH YOU TO NOTTINGHAM. YOUR FRIENDS WILL LOOK AFTER IT FOR YOU. DELETE IT FROM YOUR LIST OF POSSESSIONS.

◆ 341

62

'And now I must leave you, Robin,' says Clim, when you are a few hundred yards from the gates of Nottingham on the northern road. 'Happen I'll come back when things have died down a little. May luck go with you, Robin, or however you name it hereabouts.'

Reluctantly you leave Clim and turn your thoughts inwards.

DO YOU:

SEEK OUT YOUR FRIENDS AGAIN? ◆ 316

TRY TO FIND HERNE TO ASK FOR GUIDANCE?

◆ 18

63

'What the . . .?' Will's voice startles you and you turn, not knowing what to expect.

'Throw down your weapons!'

The order is shouted by the tallest, heaviest man in the ring that surrounds you. There must be a score of grim-faced foresters, each with his sword drawn and held ready. You realize that resistance is useless, and you let Albion drop. The foresters gather it up along

with those of your companions and herd you all to the shelter of a great oak. You are followed by the rider, who appears to be their leader. He dismounts and shakes the water from his cloak before clambering on the lowest roots and turning to address you:

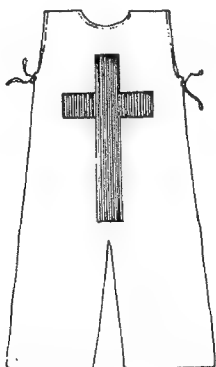
‘I, William of Cloudesley, Lord High Warden of the King’s Forest of Inglewood, declare this Forest Court in session. Robin Hood, you and these others brought before this court are charged with robbery on the King’s highroad, slaying the King’s deer, rebellion, poaching in a royal forest and sundry other breaches of the King’s peace. Before I pass sentence and impose the full penalty of law upon you, have you anything to say?’

IF YOU HAVE CLIM’S MAIL OR IF MARION IS NOT
WITH YOU ♦ 344
IF NOT ♦ 240



The guard searches round cursorily, then grunts and goes out again, shaking his head. He has not noticed you at all and when all is quiet you can creep back to your hiding-place, there to ponder your discoveries.

♦ 365



The priest topples off his donkey and lies stunned on the ground. You seize the opportunity to search his baggage and discover a bulging pouch of money concealed among his spare clothing.

Little John picks up the man and sits him unceremoniously on his donkey. The donkey trots off, with the shaken clergyman desperately clutching its neck.

ADD A BAG OF SILVER TO YOUR USUAL POSSESSIONS.

DO YOU:

RETURN TO YOUR CAMP, SATISFIED WITH YOUR SPOILS? ♦ 258

CONTINUE TO WAIT BESIDE THE ROAD? ♦ 217

66

Cloudesley doesn't say anything more of interest to you; he seems most concerned to talk about his own fame and ability. Clim, however, is becoming uncomfortable with William's boasting and talks less and less, and when he does it is of people and of sad times as well as happy. Cloudesley doesn't want to talk about these and the two are soon glaring at each other.

After a short while Cloudesley gets up and says, 'You haven't changed, Clim. Still as morbid as ever.'

'I'm not morbid,' replies Clim. 'But I'm not going to sit here and listen to you making yourself out to be as big a hero as Sir Lancelot.'

Cloudesley laughs. 'And why not? Some say Lancelot was no greater a man than myself.'

'Some say wrong,' you say.

Cloudesley snorts contemptuously and stalks out of the inn.

◆ 199

67

You grip Albion in both hands and deliver a mighty blow, which dashes the weapon from his grasp and tears through the Templar's mail. He collapses heavily on to his back. His hands claw the ground and he gasps, 'The sword! The sword!'

The Templar is dying, but the sword belongs with its master.

DO YOU:

FETCH THE SWORD AND PLACE IT IN THE
TEMPLAR'S HANDS? ◆ 44

KNEEL BESIDE SIR ROGER TO HEAR HIS LAST
WORDS? ◆ 357

68

You fail to loop the line over the bolt. The trick is more difficult than you first imagined and now you are having second thoughts.

DO YOU:

ABANDON THIS PLAN AND TRY THE OTHER?

◆ 40

GIVE UP AND WAIT? ◆ 333

TRY AGAIN WITH THE WEIGHTS? MAKE A
RANGED COMBAT ROLL:

-1 OR LESS ◆ 169

0 OR MORE ◆ 120

69

Just as you go to leap across a stream, your boot catches something and you fall heavily. You look down and see that your left foot is trapped in a snare of the sort foresters use to catch deer. Obviously they have set this snare here where the animals come to drink.

Fortunately, you have not come to any great harm, although the tangle of cat-gut and wires has to be carefully unwound. You curse, annoyed at the time you have to waste before you can be on your way.

TAKE 1 WOUND IN THE BODY AREA. IF THIS OVERCOMES YOU, YOU MAY HEAL ONE AREA IMMEDIATELY, BUT YOU WILL LOSE A POINT OF POWER.

◆ 307

70

Little John is rather offended that you won't trust him with the job of rescuing Tuck, but he's prepared to go along with you.

You set off for St Mary's, travelling speedily along the secret ways of the forest. It doesn't take long to

reach the abbey and you pause to survey it from the cover of the trees. Everything is as it should be: a quiet, peaceful scene with the bell tolling to summon the monks to the service of nones.

You must decide whether you're going to sneak into the abbey in disguise on your own, or with your companions. If you go on your own, you have more chance of getting in without being spotted, but less chance of getting out should things go wrong. With your friends, you will be more noticeable, but better able to fight your way out.

DO YOU:

SNEAK IN ALONE? ♦ 201

GO WITH YOUR COMPANIONS? ♦ 352

71

You are surrounded by a ring of steel. There's nothing you can do against a whole squad of men-at-arms. The gate-sergeant rips off your helmet, stares at you and exclaims, 'Robin Hood, unless I'm very much mistaken! Most kind of you to give yourself up! Don't think you'll be collecting the reward, though, eh, lads?'

The guardsmen laugh as they march you off to the dungeons of Nottingham Castle.

♦ 56



Now you have the document, a forged will, which Ingran was going to use to blackmail Bishop Herbert. You tactfully refrain from mentioning it as the Bishop himself arrives and orders Ingran out of Scroby. Realizing his loss, the Sheriff's agent has no recourse and lamely rides out of the village back to his soon-to-be furious master.

When Ingran is gone, you retire to the Bishop's residence. Here the Bishop and a monk guest of his share a cup of wine with you.

'The man had his "threat" concealed in this,' you say, handing over the heavy leather book entitled *Receipts for the Pressing of Divers Fruits and the Concoction of Wines and Liquors*. With a laugh, the Bishop suggests that it be returned to Rufford.

'Brother Andrew here can return it for us,' he says. 'And I'll see that the folk of Gatham are well protected in future.' You thank Bishop Herbert and turn to go. The Bishop speaks again as you pause in the door:

'I may not be as rich as most of your victims, Robin. I know you don't think a lot of churchmen. But I'll give what I can to help the poor and helpless, and with thanks.' He smiles. You take your leave and depart, gathering your friends. You take the road south from the village, back towards Sherwood Forest.

The weather has closed in and a misty drizzle falls from low clouds, turning the bleak moorland even more gloomy. Some way down the road you pause when Will puts his hand up and points.

Just at the limit of sight, nearly obscured by the mist, is a party of riders. They are picking their way across the rock-strewn hillside, heading south. Their long, dark capes and enveloping hoods make you shiver in the cold wind. Then the clouds roll across the hill and they vanish.

ADD BISHOP'S WILL TO YOUR SPECIAL POSSESSIONS.

DO YOU:

FOLLOW THE DARK RIDERS ACROSS THE MOOR? ♦ 270

CONTINUE DOWN THE ROAD TO THE SAFETY OF SHERWOOD? ♦ 113

73

The man eyes you dubiously, as though he doesn't really believe your story about visiting a sick brother; but he lets you by. You sigh inwardly and walk off down the passage, but there is a call from behind you.

'Wait a minute!' cries the steward. 'The infirmary is the other way!'

You spin round, hurl the box at him and run off down the gallery. At the end a stair goes down to the ground floor. The shouts of the angry steward are echoing behind you; by the time you reach the foot of the stair he is at its head.

DO YOU:

GO LEFT ALONG THE CORRIDOR TOWARDS THE KITCHEN? ♦ 358

DASH AHEAD THROUGH A DOOR INTO THE COURTYARD? ♦ 80

GO RIGHT TOWARDS THE OLD KEEP? ♦ 207

74

You continue on your way. The baying of hounds is now closer behind you, though when you look back, you see nothing.

As you travel down the valley, the vegetation gets thicker. Bushes become common, and scattered clumps of daffodils appear. You pass an apple tree in full blossom.

Further on, you come to a wide stream and follow its banks. By a weeping willow you see a tall fellow standing watching you. He is dressed in the manner of a mercenary, with battered leather armour and a selection of wicked-looking weapons. He steps towards you and introduces himself:

'Greetings, traveller. My name is Hurlewain; I too am journeying in this region. See yonder the camp of my brave band of warriors.' He points off to your right, where a column of smoke rises into the sky. A raven caws near by, and Hurlewain continues:

'This path you are on leads down to impassable marshland. If you would hear the ring of the smith's hammer, then travel awhile with me. Come to my camp and warm yourself.'

DO YOU:

AGREE TO ACCOMPANY HURLEWAIN? ♦ 87

REFUSE HIS OFFER AND CONTINUE IN THE
SAME DIRECTION ♦ 383



A clear musical note rings out as the blades clash. You are stunned by the force of the blow and for once you feel the Power of Albion countered by a force of equal magnitude. The blackened sword rises once more and

you raise Albion to defend yourself. As you do so, you can't help but notice how similar the hilts of the two swords are. Indeed, but for its dull ebon colouring, it could be the same weapon. But such reflections are thrown from your mind as your desperate struggle continues.



MAKE A HAND-TO-HAND COMBAT ROLL:

—5 OR LESS ♦ 282

—4 TO —1 ♦ 55

0 OR MORE ♦ 227

76

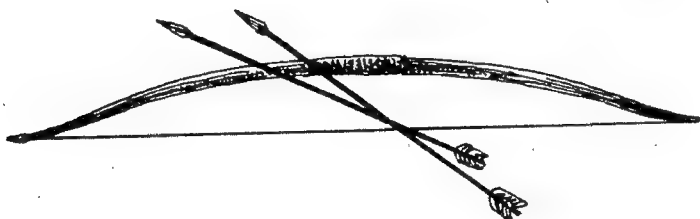
Baldric tells you that the Bishop can be found at his residence at Scroby, a large village lying east of here, and north of Sherwood. If you left straight away, you could perhaps get there by evening, although Baldric

warns of patrols by the Sheriff's men. Alternatively you could go tomorrow morning at first light.

DO YOU:

GO TO SCROBY NOW? ♦ 137

STAY IN GATHAM FOR THE EVENING? ♦ 203



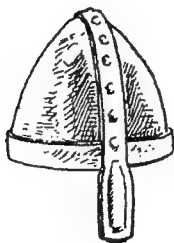
As you creep to the door, it suddenly bursts open and a number of guards rush through. The front one points at you and cries out, and then they are all drawing weapons and running towards you.

You dive through the first available door and find yourself in a small chamber. The stench is almost overpowering: it is obvious what this room is used for! A narrow window gives some ventilation, and you could just about reach it. The alternative is to fight your way out.

DO YOU:

LEAP FOR THE WINDOW? ♦ 360

FIGHT THE SHERIFF'S MEN? ♦ 33



78

The guardsman thanks you for being so helpful and cooperative, and leads his patrol back down the road. You breathe a sigh of relief. Before long, Clim reappears and explains that the town guards have been roused to capture a band of thieves disturbed earlier, plotting in some dirty den in the town. Gisburne, having bungled the original attempt to round them up, is now pulling out all the stops to get them behind bars.

'You'll be all right with me, though. Don't you worry, Robin.' Clim chuckles and leads you off down to the town gate.

♦ 89

79

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

Where the road crosses a broad track joining several local villages, the Sheriff's men have set a camp to check on travellers. Many men patrol the woods irregularly. The tent which stands to one side of the road seems reserved for the more important men and officials of the Sheriff, for before it sits a clerk counting money and writing on rolls.

As you approach, two mailed guardsmen bar your way.

'On the road late, aren't we?' says the first.

'And all alone. You'd better be careful of thieves,' says the second.

'Not to mention cut-throats,' adds the first.

'Of course, you're safe round here.'

'We'll make sure you're well protected.'

'For a small contribution, naturally.'

'Otherwise, who knows what might happen to you?'

The men seem to be running an illegal toll on this

road—presumably for the Sheriff's benefit, but it could be for themselves.

DO YOU:

AGREE TO PAY THEM? ♦ 334

SHOW THEM A FORESTER'S KNIFE, IF YOU
HAVE ONE ♦ 221

TELL THEM YOU'RE PENNILESS AND ASK TO BE
LET BY? ♦ 105

HAUGHTILY REFUSE THE TOLL? ♦ 242

80

As you run down the steps, you realize that the soldiers in the courtyard have been alerted by guards in the great hall. Only a couple block your way to the gates, but already the portcullis is descending.

You frantically swipe with Albion, hoping against hope to dive past the men and under the gate. Then there is a voice behind you which freezes both you and the guards into immobility.

'Enough, wolfshead! Another move and you die!' Gisburne's words are backed up by the sound of crossbows being racked up all around and you realize that you are caught in a steel trap with a score of deadly missiles ready to strike you down. You drop Albion and Sir Guy's men roughly bind you and hustle you off to the dungeons.

♦ 56



81

Before the knight attacks you, you have the chance to ask him a question.

DO YOU ASK:

'WHOM DO YOU SERVE?' ♦ 122

'WHERE HAS YOUR SWORD COME FROM?'

♦ 366

'OF WHAT DESCENT ARE YOU?' ♦ 276

'WHY DO YOU SEEK TO DESTROY HERNE?' ♦ 34

82

Alas, your way is still blocked. Before you can think of a way past the gate and the guards, there is a shout in the tunnel behind you. There stands Sir Guy of Gisburne, torch in one hand and sword in the other, backed up by a squad of guards.

The only thing to do is surrender. Sir Guy smirks, while you are roughly tied and then dragged off to the dungeon pit under his supervision. As you are tossed down into the stinking prison he laughs. 'You'll never get out of *here*, wolfshead!'

♦ 56

83

'Wait a minute,' he says, in a puzzled tone. 'Who is this man?' He turns to his lieutenant and they confer in hushed voices. Then he slaps the man in the face and exclaims, 'Fool! This isn't James the Rose. See—he has no scar.'

Cloudesley returns his attention to you and your companions, ordering his men to strike the bonds from your arms. You rub at the chafed skin and try to look suitably outraged. The lieutenant apologizes to you for the misunderstanding, and the band of foresters hurry off.

♦ 378

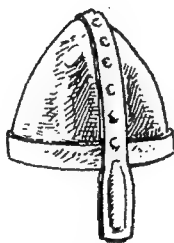
You tell Herne of your troubled mind, and he replies: 'Heed these words, but know that I cannot give you all answers nor all help. If you would learn of the knight and his sword, you must take the Hidden Path. If the village calls you, go to its people.'

'Remember your sword and your people, Robin, and do not forget that the Power of Light and Darkness is within you when you make your choice. Take this if you wish; it is a key to the Hidden Path.'

Herne hands you a curious, slender arrow. It is made from light, silvery wood, etched with minute symbols and fletched with dove's feathers.

IF YOU WISH, YOU MAY TAKE THE WHITE ARROW
AND ADD IT TO YOUR SPECIAL POSSESSIONS.

IF YOU HAVE THE FORESTER'S KNIFE ♦ 377
IF NOT ♦ 181



'I'd better be off now, Robin,' says Clim. 'My business in Nottingham needs attention. Thanks for your company: it's been good to meet you. Perhaps our paths will cross again, some day.'

He fetches his horse and with a wave of his hand rides off down the road to Nottingham.

No sooner have you gathered your friends than you see a heavily built man running towards you, calling loudly. He is obviously a villager, so you wait to see what he wants.

He draws up, breathless from his run, then begins to talk: 'It's me mother. She's been calling for a man of God. Sore ill she is. I'm so worried, but then I saw you and thought you could 'elp. I can't trust nobody else.'

'Fear not, my son,' says Tuck. 'I will come with you and do what I can.' The two of them hurry off down the road with your blessings.

CROSS CLIM AND TUCK OFF YOUR LIST OF COMPANIONS.

♦ 279

86

Some hours later, after you have slept and been fed on a bag of scraps and a leather bottle of scummy water, you hear a commotion upstairs. A vaguely familiar voice is arguing and protesting: 'I'm an officer of the King! You can't shut me up in here for no reason. The Lord Commander shall hear of this! Robert de Neville will have your head! Put, I say *put* these bonds aside.'

There is the sound of a heavy punch and the voice stops. Then the bolt on the grille is drawn and the grating raised to allow the new prisoner in. He slips rather than climbs down the ladder and lies doubled up on the floor; the ladder is withdrawn and the grille closed.

You go over to look at your new companion. As he turns over to reveal his face, you gasp with surprise. It is Clim!

MAKE A HEALING ROLL ON CLIM:

IF YOU HEAL 2 OR MORE WOUNDS ON HIM

♦ 382

IF YOU HEAL 1 OR 0 WOUNDS ♦ 264



On the way to his camp, Hurlewain entertains you with tales of how he and his band of soldiers have travelled the world, fighting for the highest bidder, but always with honour. When you arrive at the encampment, he is in the middle of relating his exploits at the Battle of the Standard, where he fought for King David of Scotland.

His men are a motley collection of hardened soldiers. Some might call them a rabble, but you recognize their type well enough – their disreputable appearance conceals both ferocity and discipline. Will Scarlet in one of his more violent moods would fit in well with this band.

Hurlewain breaks off his tale to hail his men and they return his shout lustily. Then he points to you and calls, 'Look lads, here's a hooded man, just as the good Baron said there would be.'

You realize in a flash that you have been betrayed. Hurlewain's men, their swords out, surround you. One of them, a fat man with sweat glistening on his brow, bears a large hammer.

'I promised you would hear the ring of the smith's hammer,' says Hurlewain, 'and I did not lie. None shall hear it louder.'

Your arms are pinned from behind. The fat smith hefts his hammer and advances towards you.

◆ 400

While you pick your way down into a boulder-littered dale, mist is blown around you by an errant breeze. When it clears, you become aware of riders all around you, their damp cloaks hanging heavily about them like skirts of stone, their faces hidden by dark, blank hoods. Their approach has been muffled by the soft grass and the heavy air. Without a word they charge at

you and before you know it you are knocked to the ground. A man kneels on your back, binding you. In a few minutes all your friends have joined you.

The men sling you over horses and ride on. Their silence is unnerving and you can get nothing out of them. Eventually you come to a clearing in Sherwood Forest. One of the riders brings out a hunting-horn and winds it; the sound echoes loud all around. A few minutes later a tall, proud man rides up, obviously their leader.

'I, William of Cloudesley, Lord High Warden of the King's Forest of Inglewood, declare this Forest Court in session. Do you have anything to say?' He peers at you.

IF MARION ISN'T WITH YOU ♦ 344

OTHERWISE:

IF YOU HAVE THE GREEN GAGE AND CLIM'S
MAIL ♦ 344

IF YOU HAVE JUST THE GREEN GAGE ♦ 240

IF YOU HAVE NEITHER ITEM ♦ 83

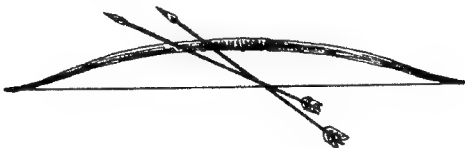
89

At the gates into Nottingham, a militia sergeant is making sure everyone is checked going in and coming out. A carter has to sit and wait while his load is thoroughly searched, and then you ride up. Clim speaks brusquely to the sergeant, his confidence and self-assurance complete. The sergeant salutes him with his sword and casts an eye over you.

MAKE A DISGUISE ROLL:

3 OR LESS ♦ 397

4 OR MORE ♦ 273



90

Your surprise attack catches the man just as he opens the door, and he slumps inside the room. You quickly follow him in and close the door. The man lies unmoving in the blackness, but you cover his mouth as the pursuit rushes by outside. When all is quiet, you gag and strip the man, and then bundle his body behind some racks. Now that your eyes have adjusted to the dim light, you can see that you are in a kitchen store. You change into the man's clothing to disguise yourself; then you settle down to wait.

ADD HIDING-PLACE TO YOUR SPECIAL POSSESSIONS, IF YOU DO NOT ALREADY HAVE ONE.

♦ 228

91

You nock an arrow to your bow and send it speeding towards the shape. You strike it full on, and are almost blinded by an explosion of light. Shards of metal fly in all directions. You pick up one and discover that it is solid silver, intricately sculpted. Your friends are free. Together you hurry to the top of the hill, where the Nine Maidens stand.

♦ 16

92

The arrow whines from your sturdy yew bow towards the knight's breast. The Templar drops his hand to his sword's hilt. There is a blur of motion, a snap – and two pieces of wood fly past the knight, who now holds his sword aloft. He has cut your arrow out of the air!

Looking at his sword, you see that the blade is black and dully scorched, as if once left in a fire. The knight stares straight at you, sheathes his sword and spurs his horse on, galloping away before you have a chance to act.

You race on to the road with your companions, but there is nothing you can do. The knight rides off into the distance.

'You missed a fair haul there, Master Hood,' comes a voice. The sergeant is still astride his horse, smiling down conspiratorially.

'Allow me to introduce myself,' he continues. 'The name's Clim, of the King's Guard. I'd offer you all my silver, but I'm a bit short at the moment. Hardly two marks to rub together.' He shrugs his shoulders and spreads his empty hands wide.

♦ 26

93

The way to Gatham is long, but not too arduous. You have to camp overnight, but early the next day you reach the tiny village at the end of a cart track.



Thin lines of smoke rise from the cluster of wooden houses on one side of a valley. Autumn mist hangs chill over the stream's course below you, where one or two villagers are already fetching water. You cross the stream at a muddy ford and hail them.

Soon a crowd of villagers is gathered about you in the square between the huts and houses. A shy girl with bobbed fair hair comes forward and says, 'Thank you for coming, Robin. My – my father should have been here, but he was summoned by Father Losoard last night. He could have told you all about it. Oh . . .' she breaks off, crying, and clasps an older man beside her. He clears his throat:

'I'm Wulfric, cousin of Baldric, our spokesman. We can't offer you much help, Robin, but we need yours. Stop the Bishop selling our land to the Sheriff, I beg you. You can't imagine the suffering here.'

You question Wulfric further and discover that Father Losoard is the priest in charge of these estates,

appointed by Bishop Herbert. The Bishop is currently staying at Scroby.

DO YOU:

PAY A VISIT TO FATHER LOSOARD? ♦ 101

GO STRAIGHT TO SCROBY? ♦ 265

The stone steps lead through a decorated archway into an entry-hall, where a clerk sits behind a broad wooden table. Light floods down from the high windows and is reflected off his bald, tonsured head. The monk looks up at you and sighs wearily. 'What do you want?' he asks.

Remembering the ruse which got you past the guard at the gate, you repeat the story about coming with a message from Winchester.



'The Sheriff won't be able to see you until late this afternoon,' mutters the clerk, adding under his breath, 'if then.' He motions you to a waiting-room with a flourish of his quill.

DO YOU:

DEMAND TO SEE THE SHERIFF SOONER? ♦ 262
THANK HIM AND GO INTO THE WAITING-
ROOM? ♦ 153

95

The three horsemen ride past, unaware of their narrow escape. They are hardly out of sight, however, when a far larger body of men come riding along the path through the cleft rocks. It is the retinue of some imposing nobleman and you realize what a lucky escape you have had: you could never hope to defeat this number of skilled soldiers.

The horsemen pass and you can breathe again. As you settle back for another wait, Scarlet calls out to you across the ravine:

'Oy! Robin! Isn't it about time we had something to eat? Tuck's probably got a lamb roasting back at the camp already.'

You join the others and travel back through the forest to your camp.

♦ 258

96

Two men are talking inside:

'Remember what I have told you, Sir Roger. This is a sacred mission, a command to you as a Soldier of Christ. Your bravery and honour are not in doubt — you are the one chosen to rid Sherwood and Nottingham of this foul and pagan worship.'

'Yes, master, I understand. Herne the Hunter and all his servants shall be put to the sword.'

‘The sword, yes! Use the gifts you have been given. Destroy these unholy heathens! Do this for your most glorious leader de Plessiez.’

Your mind whirls at this exchange. All your worst fears and suspicions seem confirmed, and the threat this Templar knight poses to you is revealed.

You are suddenly brought back to your senses by the sound of movement within the room. You dash back into the chamber where you were hiding and pull the door almost to. Peeping through the crack, you see Sir Roger leave his chamber, but the other man, whom he addressed as his master, does not emerge.

DO YOU:

STAY IN YOUR HIDING-PLACE UNTIL MORNING, THEN TRY TO ESCAPE? ♦ 365

RISK FURTHER SPYING ON SIR ROGER’S CHAMBER? ♦ 116



You draw the bowstring back until the arrow’s fletching rests against your chest. Then you whirl and loose the arrow at Cloudeley. At this short range the power of the bow is immense. The arrow strikes him full in the chest and hurls him to the ground.

You have little time to congratulate yourself on your actions. A sword points unwaveringly at your chest.

‘Is this how you repay my help?’ asks Clim. ‘William may not have been a good man, but he was a friend.’

Armed with only your bow, and with your friends still bound, there is nothing you can do. You wait for Clim to decide your fate.

♦ 400

When the shock of seeing the enormous alewife wears off, you notice that one of the hooded fellows sitting alone in a corner of the inn is taking an interest in you and your companions. Now that you come to study him closer, you see that he is better dressed than the other shady customers here. He has a scabbarded sword and belt on the table before him, a longbow propped against the wall behind him and a hunting-horn at his belt.

He notices you looking at him, gets up and makes his way over to you.

'Excuse me staring,' he says, 'but you're in the company of an old friend of mine. It's been a long time, eh, Clim?'

The former outlaw looks up sharply. His face cracks into a broad grin and he leaps to his feet.

'William! How many years has it been? Join us, have a drink! We must celebrate!'

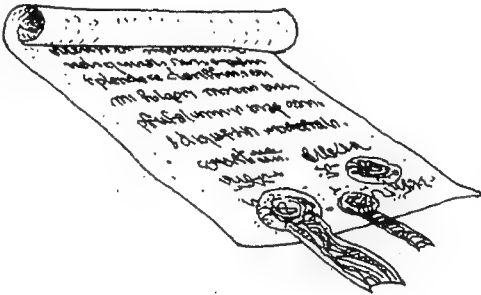
You clear a space for the tall stranger William, and he sits at your table.

DO YOU:

WELCOME HIM WARMLY, SHARING TALES OF
YOUR EXPLOITS? ♦ 267

SIT BACK AND LET HIM REMINISCE WITH
CLIM? ♦ 160

DEMAND TO KNOW HIS NAME AND BUSINESS
IN THESE PARTS? ♦ 29



Before you leap, Clim hauls you back, pointing at the twin flag-poles that surmount the gatehouse. They are flying the Royal Standard, symbol of the Sheriff's high office, and the cross of the Knights Templar, in honour of de Rainault's guest. With a flick of his blade, Clim slices through the flags' guys and, when they flutter down, he pulls them in.

'I'll take the King's colours, you have these,' he says, handing you the Templars' flag. 'Take the corners and jump. Hold on tight – oh, and push away from the wall!'



To the amazement of the guards on the keep, Clim jumps and you follow. Although not exactly graceful, your flight under the billowing canopy is slow enough

to let you survive the drop of fifty feet. You crash among the stalls of the market-place and escape in the ensuing confusion.

TAKE 1 LEG WOUND. IF THIS OVERCOMES YOU, YOU ALSO TAKE 1 ARM AND 1 BODY WOUND, BUT YOU ARE STILL ABLE TO ESCAPE.

◆ 164



100

The foresters are at first shocked by the volley of arrows out of nowhere. They mill around in confusion, looking for their assailants.

REFER TO THE WOUND CHARTS IN PARAGRAPH 356.

IF 3 OR MORE OF THE MEN HAVE BEEN OVERCOME, OR EACH HAVE AT LEAST 2 WOUNDS

◆ 368

IF 2 OR LESS OF THEM HAVE ◆ 243

101

You make your way down the valley, which is damp with dew and morning mist. You follow a footpath beside the stream through meadows and around an orchard. Soon you come to the prebendary's house, known as the Stonehouse. The large grey and yellow limestone building has a walled courtyard. The gate is shut, but a chain hanging to one side rings a bell and summons a sleepy-eyed servant fairly quickly.

He opens the gate and asks you what you want. You tell him that you've come to see the prebendary, and he lets you in. He shows you across the courtyard to a small door at the left of the house. Within, a covered stair leads up to the first floor.

NOTE DOWN ON YOUR CHARACTER SHEET THAT IT IS MORNING.

◆ 285

102

Your disguise serves you well on your way down to the courtyard from your hiding-place. Few servants, guards or guests are about. In the courtyard you spy a farm cart with its pair of asses. Two porters and a peasant unload wooden churns and wicker baskets of fresh provender for the castle larder; then they start loading the cart with more baskets, which presumably are empty. When all the men are inside, you clamber on to the cart and conceal yourself behind the baskets. The men emerge and continue stacking the cart up. After a little while, the peasant driver bids his friends goodbye and starts off.

You are passing through the dark tunnel of the gatehouse when you suddenly hear guards shouting angrily and the cart stops.

DO YOU:

JUMP OUT OF THE CART AND MAKE A RUN FOR IT? ◆ 82

STAY WHERE YOU ARE? ◆ 384

103

'Wade was my father,' he explains. 'He carried me on his shoulders when he crossed the sea. And when I forged the Seven Swords, he spoke these words:

*"One sword is like unto another,
One spirit also has a brother,
One sword overcame six others,
Seven spirits, seven swords, seven brothers."*

You have come to me to learn of a Sword of Power.
Listen then, and listen well!

♦ 261

104

Your furious attack is enough to subdue the two men. You hurl them through the door of the inn and dust off your hands. As you return to your table, your way is blocked by the innkeeper. She is grinning warmly.

'You done well there, and saved me a deal of trouble,' she says, thrusting a small bottle into your hands. 'Take this – it's me best healing draught. Take it with me thanks and me blessing.' You thank her for the gift and rejoin your friends.

ADD HEALING LIQUOR TO YOUR SPECIAL POSSESSIONS. DRINKING THIS WILL ADD 4 TO YOUR HEALING ABILITY SCORE FOR ONE HEALING ROLL, BUT IF YOU DRINK IT YOURSELF, YOU WILL BE DRUNK (ALL ABILITY SCORES AT -1) UNTIL YOU REACH A PARAGRAPH WITH THE HEALING SYMBOL.

♦ 199

105

The second guard rolls his eyes and says, 'All right. You can go, this time.' The first guard steps out of your way with mock distaste. You glare at him and pass by.

♦ 396



106

'These guards have been sent out by Sir Guy of Gisburne,' says Clim. 'One of your acquaintances?' He laughs when you nod and relate a host of past meetings with the Sheriff's steward. Then he continues, 'Anyway, seems as though his men flushed out a band of thieves plotting in some dirty den in Nottingham. The bandits escaped and now there's a man-hunt for them. Looks like you walked into part of it, but I dare say your work will be ascribed to their hands. Come on, clean yourself up and we'll get on.'

DO YOU:

RISK GOING ON TO NOTTINGHAM WITH CLIM?

♦ 89

RETURN TO THE INN? ♦ 386

107

After leaving him in Nottingham Castle, you reckon that enough time has passed for Baldric, the spokesman from the village of Gatham, to have returned home. When you met, he asked you to help him stop the Sheriff from buying the village. Perhaps there is something you can do to prevent the Bishop, whose estate Gatham is, from selling the lands.

You collect your friends and set out for Gatham, which lies in the north-west reaches of Sherwood Forest.

♦ 41

108

When you step out in front of the cart, its driver calls 'Whoa!' and draws it to a halt. Before you can challenge him, he is shouting at you: 'Oy, you! Want to buy summat? Old Bugg the Higler can let you have it. Aye, that I can; just step up and look.'

He starts rummaging among his wares; you watch,



fascinated. He finally brings out a brush and waves it at you.

"Ow 'bout this, eh? Fine broom, this. Last you fer years and I can let you 'ave it fer tuppence. Clear up all these leaves, I dare say."

DO YOU:

TELL THE HIGLER TO HAND OVER HIS MONEY?

♦ 369

PITY OLD BUGG AND GIVE HIM TUPPENCE FOR THE BROOM? ♦ 387

109

As you walk cautiously along the passageway, you come to a door, but it is locked. Another door further down also turns out to be locked; and then the passage ends. There is an opening on to some stairs going up,

II0-II2

or a way out to the courtyard. So far you have not met anyone.

DO YOU:

TRY TO OPEN ONE OF THE LOCKED DOORS?

◆ 136

RETURN TO THE WAITING-ROOM? ◆ 224

CREEP UP THE STAIRCASE? ◆ 277

GO OUT INTO THE COURTYARD? ◆ 319

II0

You hear voices from beyond the door and recognize one of them: it is Ingran, the Sheriff's agent you eavesdropped on in Nottingham Castle. He is here already and on the point of getting the Bishop to sign the sale agreement. You must act immediately! You rush for the door and burst in.

◆ 248

III

The acrid smoke and stench of burning, rotten straw overcomes you and your colleagues. The damp, dirty hay doesn't allow the fire to spread and it soon dies, but you have certainly attracted attention — of the wrong sort, for the man you stabbed is recovering . . .

◆ 157

II2

Clim's words have brought back the memory that has been eluding you. The man was once an outlaw himself — and one of the best. He was one of the leaders of an outlaw band which terrorized the whole of the north country. People say that he grew tired of living beyond the law and tricked the King into pardoning him. Many a tale is told of Clim's ingenuity. If he's still as sharp, then he would make a very useful ally, but a dangerous enemy. You sense that despite being one of

the King's men, Clim is still an outlaw at heart. You invite him back to the camp to share a meal and some fine ale.

ADD CLIM TO YOUR LIST OF COMPANIONS.

◆ 329

113

Later, you are passing through Sherwood Forest with your friends when Herne appears to you and speaks: 'The danger is closer now! The threat of the cross and the sword hangs over the Realm of Trees. Only through knowledge can you hope to defeat the sword. You must take the Hidden Path to the smithy of Wayland, for only he will know of the sword.'



In a flash he is gone. You look around at your friends, but they don't seem to have noticed. You must depart immediately — alone. You explain to your companions that there is an important journey that you must face alone. Warning them that you may be gone some days, you leave them.

IF YOU HAVE A HORSE AND WISH TO USE IT ◆ 394
OTHERWISE ◆ 266

114

You remember a useful niche in a jumbled, rocky outcrop near by and huddle with Herne's servant in there while the foresters pass. 'Thank you, my son,' says Herne. He climbs out from the rocks and turns to bid you farewell.

◆ 377

115

Sir Roger falters; you stand your ground and stare at the knight. His face, previously calm and intent, is now unsettled and frowning. Before he takes another pace, Herne speaks:

'My son does not lie, Sir Roger. You have been misled, brought here not in the service of your Lord, but at the bidding of one treacherous and evil. Put up your weapon.' Herne's voice is both commanding and compelling. The Templar lowers his arms, confused and yet realizing the truth in Herne's words.

'I am not a god,' says Herne. 'I merely protect the forest and its people. The Hooded Man is my servant. We too are seekers after justice and defenders of the innocent, as are you and your brother knights.'

Sir Roger stares at you for a few moments longer, then comes to a decision. He takes a knife from his belt, walks over to Herne and slashes the bonds that hold him. He turns and straightens in what might be the smallest of salutes, then walks from the ring. A few moments later, now mounted on his charger, he rides back past the standing stones.

'Where do you go now?' you ask.

'To find a priest,' he cries, and gallops off.

♦ 200

116

When the passage is quiet again you creep to the door of the knight's chamber. Not a sound disturbs the cold grey peace of the stone walls. You are intrigued at where Sir Roger's friend or 'master' might have got to, for even a sleeping man must make some noise – and surely he would not have retired before eating anyway.

DO YOU:

SLIDE BACK THE BOLT AND SLIP INTO THE ROOM? ♦ 390

RETURN TO YOUR HIDING-PLACE TO WAIT FOR MORNING? ♦ 365



117

You leap on to the back of the bay mare and slap your boots against her to get her to move. She is not used to such treatment: she rears and you fall to the ground. Before you can get up, grim-faced knights surround you, and they are joined by the lord whose steward you ambushed, with another score of mounted soldiers. They poke you until you get up, then one strikes you a glancing blow with a mace. You fall to your knees, the world a glittering kaleidoscope of pain, which is reflected in your eyes.

♦ 313

118

'I'm Robin Hood,' you say. 'You'll stop this fighting *now!*'

The two men roll over and stare at you, clearly impressed by your name, the tone of command in your voice and most especially by your bright sword. All eyes are upon you. The two rowdies stagger back to their table and sit down. When all is settled, you sheathe Albion and return to your seat.

IF YOU HAVE THE GREEN GAGE ♦ 199

IF NOT ♦ 135

119

Unfortunately, as you make your way back to the crossroads, two guardsmen returning from a patrol accost you.

♦ 242

120

The plumb-line clatters noisily on the grating and then falls back into the pit. The noise attracts the attention of a guard, who comes over to investigate.

Clim urges you to hang back in the shadows until the guard gets bored, but you want him to help you up, so that you can attack the guard.

DO YOU:

HIDE TO ONE SIDE OF THE CELL? ♦ 157

ATTACK THE GUARD? ♦ 40

USE A POINT OF POWER? ♦ 194

121

The man sits down heavily and looks incredulous when you reveal who you are.

‘I’m Pogell, a – errm – I’m a porter ’ere. You know, carrying and serving and that. Fancy meeting Robin ...’ He quickly covers his mouth and mumbles an apology. After taking a swig from his flagon, he carries on:

‘Yes, of course I’ll help you, Robin. I’ve no love for the Sheriff. You wait ’ere – it’ll be quite safe.’

Pogell hurries off and you sit in the nook, gingerly sipping the potent liquor. In a few minutes he comes back with some clothes which you quickly exchange for Clim’s bright livery. Then, led by Pogell, you leave the kitchens and make your way to a door in the neighbouring passage. Pogell checks that no one is around, unlocks the door and ushers you into the little storeroom.

‘You can ’ide in ’ere. There’s only me and a couple of others come in ’ere, and if you get down behind them racks, no one’ll see you.’

You thank Pogell again, then settle down to wait.

ADD HIDING-PLACE TO YOUR SPECIAL POSSESSIONS.

IF YOU WANT TO EXPLORE THE CASTLE AT
RANDOM ♦ 246

IF YOU WANT TO SPEND A POINT OF POWER ♦ 254

122

'Philippe de Plessiez, Grand Master of the Order of Poor Knights of the Temple of Solomon,' he replies. He charges furiously towards you, swinging wildly. You are caught by the crushing force of the blade, and stumble backwards.

TAKE A WOUND TO THE BODY.

IF YOU ARE NOT OVERCOME AND ALBION BEARS
THE BLOOD-RED RUNES ♦ 251
OTHERWISE ♦ 163

123

Much volunteers to go to Nottingham as one of the least identifiable members of your band, and you are happy to let him go. Much might seem a bit simple to others, but he is skilled in many surprising ways. You tell him everything you know which might help and he goes off, saying that he will be back by evening. You sit back in your depleted camp and try to regain some lost sleep.

Hours later, Much returns in high spirits. Having been to see his grandfather, who now lives in the care of the Augustinian canons' infirmary thanks to your generous donations, Much now has a tale to tell:

'One of the friars told me he knew of Gatham. Said one of his brothers was once an assistant to the pre . . . pre . . . something, what runs the village for the Bishop of Gargoyle . . .'

'I think you mean Carlisle,' says Will.

'That's right. He said he was very surprised to hear the Bishop was selling the village, seeing as how attached he was to it. Then he told me that the Bishop was staying at Scroby. That's not far north of Sherwood, near where John and I used to keep sheep. What d'you think, Robin? Shall we go and visit him?'

Much's enthusiasm has infected the others and they are eager to get going.

DO YOU:

HEAD FOR GATHAM TO SEE THE VILLAGERS?

♦ 41

GO STRAIGHT TO THE BISHOP AT SCROBY?

♦ 214

124

You stride up to the covered gate of the castle. Behind the sentry are the huge wooden doors, and above him the portcullis of iron-bound oaken beams. You force yourself to forget about the massive defences, and you address the sentry, claiming to be a messenger of the King's household come from Winchester with a communication for the Sheriff.

The guard looks at your garb and passes you without question. You go along the dark passageway into the main courtyard. You're in!

♦ 239

125

'Elidor is the Sword of Truth,' Wayland explains, 'as Albion is the Sword of Loyalty. He who bears Elidor may speak no falsehood. Remember this when the need is upon you. Now, give me Albion.'

Wayland's tone admits of no refusal. You pass your sword back to its creator, who rests it reverently on his anvil.

'If Elidor is to be defeated, Albion must overcome him. He must be given a new temper. The blood and the Power that fires his master must flow in him also.'

Wayland thrusts Albion into his forge and passes you a small earthenware bowl.

'This must be filled,' he commands.

You steel yourself to the task and cut yourself with

your dagger. Blood drains into the bowl, and your head feels light and dizzy. When the bowl is full, you bind the wound and pass the blood-filled vessel to Wayland. He draws Albion, glowing, from the coals and spills the blood carefully along each side of its blade. When this is done he plunges the sword into a bath of liquid and steam engulfs you both.

When Albion is cool, the master smith passes it back to you, and you see that the runes on its blade are now reddened.

'You must go now,' he says. 'Follow the road.'

You leave Wayland's smithy, and stand once more in the fresh spring air.

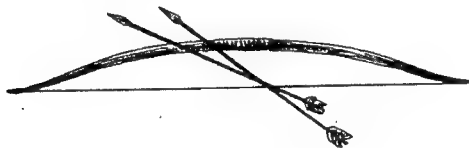
YOU HAVE TAKEN 1 WOUND IN ANY LOCATION (ARM, LEG OR BODY — YOU CHOOSE). THIS MAY BE HEALED NORMALLY.

WRITE 'BLOOD-RED RUNES' NEXT TO ALBION ON YOUR LIST OF SPECIAL POSSESSIONS.

DO YOU:

RETRACE YOUR ROUTE HERE? ♦ I66

CARRY ON ALONG THE ROAD? ♦ 308



Harold's Tree is not far and you soon reach the noted forest landmark. Sunlight blazes on the withered trunk in the glade.

Herne speaks behind you: 'Robin Hood, I am here. Why do you seek me?'

You turn and see the familiar horned figure standing between the sturdy trunks of two massive, shadowy oaks. To answer his question, you tell him of the

strange knight whom you attacked on the London road – the knight with the mysterious sword. Herne replies:

*“One sword is like unto another,
One spirit also has a brother,
One sword overcame six others,
Seven spirits, seven swords, seven brothers.”*

‘Thus runs the Rhyme of Wade, my son. Heed it well. Your adversary carries the cross. Now the cross comes again, and with Power. Fear the Power of the Temple of Solomon! Soon it will come, and you must know how to counter it.’

Herne abruptly stops and holds up his hand.

ADD THE RHYME OF WADE TO YOUR SPECIAL POSSESSIONS.

IF YOU HAVE:

THE PARCHMENT NOTE ♦ 50

THE FORESTER’S KNIFE ♦ 84

IF YOU HAVE NEITHER ♦ 181

The man comes around to your side of the stall bearing a small jug.

‘Me name’s Denis,’ he says. He’s glad of the opportunity to chat to someone, and he’s very generous with the ale. You start to ask him about recent arrivals at the crossroads, but he just laughs and fills your flagon again. Soon the two of you are roaring out a bawdy drinking song. Denis supplies the verses, and you join in on the choruses. With each verse you drain another flagon, and the song has plenty of verses . . .

YOU ARE DRUNK. ALL YOUR ABILITY SCORES ARE AT – 1 UNTIL YOU RECOVER. NOTE THIS ON YOUR CHARACTER SHEET. YOU MAY RECOVER

BY MAKING AN EXTRA ROLL WHEN YOU SEE THE HEALING SYMBOL AND 'HEALING' 2 OR MORE WOUNDS. THE EXTRA ROLL ONLY AFFECTS WHETHER OR NOT YOU REMAIN DRUNK!

♦ 283

128

As the men draw level with you, your bows twang in unison. Almost as one, men-at-arms tumble from their mounts. The remaining two horsemen grip their sword-hilts and peer into the trees, trying to spot you.

'Reveal yourself, coward,' calls the knight. He seems to be a fairly young man, perhaps in his late twenties, with severely cut blond hair and an intense gaze. His clothing and accoutrements may be simple, but they also look efficient, and he bristles with weaponry.

'I challenge you in the name of God!' he shouts, his voice haughty, with a power suggesting experience.

DO YOU:

REVEAL YOURSELF AND ACCEPT THE CHALLENGE, DRAWING ALBION? ♦ 380

FIT ANOTHER ARROW TO YOUR BOW AND SHOOT HIM? ♦ 92

129

Before you can finish the man off, two guards pass the entrance of the dungeon room and notice the affray. With a tremendous effort, you batter the guard aside and roll into the shadows, disappearing in the smoky gloom.

The two soldiers peer into the room, unsure as to what has happened. You decide that you'll have to dispatch them as swiftly as possible, so you creep towards them.

♦ 348

You hold out the arrow and its feathers flutter gently in the breeze for a moment before lying still. You find yourself gripping the shaft firmly, and notice that its head is pointing down into the valley. You make your way down the slope, following a tiny stream which springs from the ground near by and runs down into the valley, gurgling and chattering.

Ahead of you is a small copse of pine trees. Just within the trees, you can see a number of figures standing motionless.

You warily advance, knowing that the white arrow has guided you this way. When you get closer, you can make out three figures. One sits astride a horse, another bears the antlers of a stag, while the third is massive in stature and carries a large, rough club. They stand silently, expectantly.

When you reach the copse, the three move out and each raises a hand in greeting. Upon the horse sits a beautiful, dark-haired woman, strangely ageless, and with fiery eyes. In her left hand she bears a bowl, and she carries it carefully, without tipping it. When you examine the antlered figure, you think for a moment that it is Herne. Certainly this figure resembles Herne, and there is a haunting air of familiarity about him. There must be kinship of a kind, though you cannot tell whether this antlered spirit is of greater power than your patron. The giant with the club returns your inquisitive stare forcefully, his green eyes contrasting with the flame-red top-knot of his hair.

You wait, transfixed. First the woman rides up. Gesturing to you to hold out your hand, she pours a drop of sweet-smelling liquid from her bowl on to your hand. You look down at your palm and see the shape of a horse picked out in green. Then the antlered figure approaches. Removing a gold torque from his neck, he touches it to your palm for a second. Again, a

shape can be seen there, that of a ram-headed serpent. Finally the giant walks up and grasps your hand firmly in his. For a moment pain shoots through your arm; on your palm now is the sign of a wheel.



Without a word the three figures vanish into the copse. You press on past the copse and down the valley. You have been given three gifts by the three spirits — you hope you will be able to repay them in some way.

ADD 1 POINT TO YOUR ABILITY SCORE IN EACH OF THE FOLLOWING SKILLS: RIDING, WOOD-CRAFT AND HAND-TO-HAND COMBAT. NO SCORE MAY BE RAISED ABOVE 10: IF YOUR SCORE IN ANY OF THE SKILLS IS ALREADY 10, GAIN A POINT OF POWER INSTEAD.

131

You cannot find out how to open the infernally clever box. Some secret mechanism hides the contents from you, and in your frustration you almost miss the sound of footfalls in the passage outside. But not quite!

Moving speedily but quietly, you replace the box and conceal yourself under the drapes which are hung against the wall behind the door.

IF YOU WANT TO SPEND A POINT OF POWER ♦ 64
IF NOT ♦ 293

132

As you approach the standing stones, a silvery flash lights the sky. Looking round, you see that your companions have been struck by the flash and stand motionless, frozen in the act of walking.

MAKE A PERCEPTION ROLL:

2 OR LESS ♦ 57

3 OR MORE ♦ 223

133

The Rhyme of Wade must refer to the ancient hero Wade who fell in love with a sea-nymph. She bore him a son, Wayland, who became a famous and mystical smith. Many magical and powerful artefacts are said to have been forged by him, including seven swords for the seven heroes of Britain, each endowed with the Power of Light and Darkness. One of these you now hold: Albion.

Perhaps Wayland, who still lives on, like Herne, can solve the mystery of the origin of the Templar's sword. All the other swords of Wayland were destroyed by your band at Ravenscar Abbey where Morgwyn had used them to try to raise Lucifer, but if anyone knows of the knight's blade, it will be Wayland.

You know that Wayland's smithy lies somewhere to

the south, near the 'Heart of England'. It is quite a journey and before you set off you should see your friends again.

◆ 316

134

You feel confident, despite the enormity of the task which Cloudesley has set you. Those around you fall silent as you draw the bow and let the arrow fly. It curves into the sky, swift and graceful as a leaping stag, then darts down at Much. The arrow strikes the tree just above his head where the apple is balanced. Cloudesley's foresters gasp with amazement and two rush off to check the accuracy of the shot.

When they return, prodding a rather pale Much in front of them, one bears the apple aloft on the palm of his hand. The arrow clearly pierces it right through the centre! Cloudesley is speechless, and it is left to Clim to take out his knife and cut the bonds holding your friends. You help him make sure they are all right, then turn back to Cloudesley.

The Royal Warden looks as though he is about to burst. Blood suffuses his face and he looks murderously at Clim.

'You!' he screeches. 'Traitor! This was your idea. Now this upstart will go free. I'll make you pay for this.' Suddenly he is drawing his sword and bearing down on Clim. The former outlaw, turned King's guard, has to draw his own sword and defend himself. Soon the two are trading blows furiously while Cloudesley's men stand back, wondering what to do.

DO YOU:

STAY AND HELP CLIM? ◆ 22

TAKE THIS OPPORTUNITY TO ESCAPE INTO
THE WOODS? ◆ 156

135

The innkeeper rushes over to you. 'Oh, thank you, Master Robin,' she says. 'All here respect your name. You'll not want for ale this day or any other.' She fetches you another jug of her special barley brew.

On impulse, you glance down at the floor by your bench. Lying there is a finely embroidered green gauntlet. You look around, but can't see anyone it might belong to. You pick it up and stuff it into your pocket.

ADD THE GREEN GAGE TO YOUR SPECIAL POSSESSIONS.

♦ 199

136

You will have to try to jiggle the lock with your dagger and spring the catch. It will need a careful hand and patience.

MAKE A STEALTH ROLL:

-2 OR LESS ♦ 12

-1 OR MORE ♦ 311

137

You set out with your companions along the northern marches of Sherwood. The wind has turned more chill, as it is late in the day, and streaks of grey cloud stretch ever longer in the slate-blue sky. A finch, sat twittering on a birch, ruffles its feathers against the cold touch of the breeze and you draw your cloak closer about you.

MAKE A WOODCRAFT ROLL:

2 OR LESS ♦ 20

3 OR MORE ♦ 198



138

After considering all you have so far discovered, you wonder if you'll ever make sense of it all. Your sense of the responsibility you have accepted – serving Herne and the people of Sherwood – runs deep, but over it hangs the threat to Tuck. From what you have learned, he is in no immediate danger. He is held at St Mary's Abbey, and nothing will be done until Abbot Hugo returns, and then he will be sent for trial only at a later date. Though you are anxious for him, there may be threats of greater importance.



IF YOU HAVE THE WHITE ARROW AND WANT TO
USE IT ♦ 340

IF YOU WOULD SEEK THE HEART OF ENGLAND
♦ 226

IF YOU WISH TO SEARCH FOR BALDRIC ♦ 107

IF THE VILLAGE OF GATHAM NEEDS YOUR SER-
VICE NOW ♦ 398

YOU SHOULD CHOOSE ONLY AN OPTION YOU
RECOGNIZE. IF NONE OF THE CHOICES MEAN
ANYTHING TO YOU OR YOU DO NOT WANT TO
CHOOSE ANY OF THEM ♦ 193

139

YOU MAY CHOOSE TO USE ANY OF THE ITEMS
BELOW, IF YOU HAVE THEM. IF YOU DON'T
HAVE ANY OF THEM, OR IF YOU DECIDE YOU
CAN'T DO ANYTHING USEFUL WITH ONE YOU DO
HAVE, TURN BACK TO 383 AND CHOOSE
ANOTHER OPTION.

SILVER CRUCIFIX ♦ 24

ROPE ♦ 300

SILVER GOBLET ♦ 24

SKIN OF WINE ♦ 161

STAFF ♦ 47

140-141

GOLD PIN ♦ 24

LARGE CLOAK ♦ 161

SWORD (OTHER THAN ALBION) ♦ 47

WHITE ARROW ♦ 336

BAG OF SILVER ♦ 24

140

Nottingham is not an easy nut to crack, but it's almost certain that the Templar knight you crossed is staying there. If you are to find out more about him, then you'll just have to take the risk.

You explain your plan to the others. You will slip into the town disguised in the mail, livery and helm you stole from the Templar's companion. No one would think of stopping a prominent member of the King's Guard. Will Scarlet, ever the pessimist, shakes his head as you take leave of your friends.

'Just don't expect us to rescue you,' is all he says. You smile and set off.

IF YOU HAVE A HORSE ON YOUR POSSESSIONS LIST ♦ 309

IF NOT, DECIDE WHICH POSSESSIONS YOU WILL CARRY WITH YOU AND WHICH YOU WILL LEAVE WITH YOUR FRIENDS:

IF YOU TAKE YOUR LONGBOW WITH YOU ♦ 10

IF NOT ♦ 188

141

It's as easy as stealing a stick from a blind man. As soon as he sees you, the priest lets out a shriek and flings his hands in the air. Much and Will cover him with their bows while Nasir searches his bags. Sure enough, the greedy cleric is carrying plenty of silver – sufficient for the needs of many poor villagers.

'Bless you, Father,' you mock, bowing to the priest as he trots on his way.

ADD A BAG OF SILVER TO YOUR USUAL POSSESSIONS.

DO YOU:

RETURN TO CAMP, SATISFIED WITH YOUR SPOILS? ♦ 258

CONTINUE TO WAIT BY THE ROAD? ♦ 217

I42

YOU MAY USE ONE OF THE FOLLOWING ITEMS, IF YOU HAVE IT:

WHITE ARROW WITH YOUR LONGBOW ♦ 9

SILVER CRUCIFIX ♦ 210

THE RHYME OF WADE ♦ 328

SILVER GOBLET ♦ 210

I43

No sooner have you withdrawn Albion from its scabbard, than William has his own longsword at the ready. He glares at you and says, 'So that's the way you want it, is it?' He takes a swing at you.

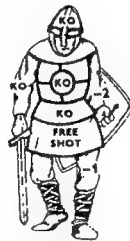
WILLIAM OF CLOUDESLEY:

COMBAT SKILL = 9

IF YOU OVERCOME WILLIAM WITHIN 5 ROUNDS ♦ 331

IF HE OVERCOMES YOU WITHIN 5 ROUNDS ♦ 167

IF THE FIGHT LASTS FOR MORE THAN 5 ROUNDS ♦ 48



I44

You find the old door which lets on to the gallery above the windows on one side of the hall. As you creep along, you imagine those days past when sheriffs

and their guests were entertained by minstrels playing from this balcony. These days, Robert de Rainault has little time for such frippery.

You can make out a number of guests at the Sheriff's table down below. You make sure that you are concealed by the balustrade, kneel down and start eavesdropping on their conversation. You rise again suddenly, when a sharp pain shoots through your knee. A pin has pierced your breeches: it must have been lost or discarded by someone. You pocket the gold pin and return your attention to the feast.

The Sheriff and his brother, Abbot Hugo, are enjoying a succulent meat pie and quaffing from large pewter goblets filled with rich red wine. Sir Guy sits with the Templar knight. Opposite them is a dour, pale priest and a wealthy, flushed man, who is laden with gold rings and chains.

As you watch, a herald approaches Sir Guy's chair and whispers to him. The young steward rises and wanders over to a doorway directly beneath your gallery, where he enters into a hushed conversation with someone you can't see.

'Well, Ingran, have you got it?'

'Yes, sir. It took me hours to find it, but find it I did, eventually. Had to smuggle it out in this book of recipes for wines and fruit liquors, which I said the Sheriff wanted to copy to give to the Abbot!'

'Let's have a look at the will. I'm not interested in damson and apple brandy. Are you sure we can prove it was forged?'

'Aye. There are plenty of examples of Baron de Bracy's signature in St Mary's library. The Abbot let me check before I went to Rufford.'

'The Bishop will *have* to sell the lands at Gatham. He can't stand a scandal just now. Well done, Ingran. I'll see that you get the reward I promised and a pardon from the Sheriff for your brother.'

There is the sound of the door shutting as the man leaves and Gisburne turns back to the table. You realize that the Templar and some of the other guests have already finished their meal and left. Perhaps it is time you thought about leaving as well, now you've learned of the Sheriff's plans to get hold of the manor of Gatham – a peaceful village in Sherwood Forest under your protection.



ADD GOLD PIN TO YOUR SPECIAL POSSESSIONS.

DO YOU:

RETURN TO YOUR HIDING-PLACE AND WAIT
FOR A CHANCE TO ESCAPE IN THE MORNING?

◆ 365

EXPLORE THE CASTLE SOME MORE THIS EVEN-
ING? ◆ 31

I45

You follow a trail through the forest, staying close to your friends. Rain drips from the yellowing leaves and drizzle mists the air, making it hard to see far ahead. Then you come to the crest of a small hill and a break in the woodland. Before you lies a vale scattered with sycamores. The trail leads down among the trees once more. Looking ahead, you see a lone horseman trotting slowly towards you. Because the light rain and low cloud make it impossible to see more than a vague shape, you have no idea who this might be.

IF YOU WAIT FOR THE RIDER TO APPROACH YOU
ON THE HILL ♦ I82

IF YOU LOOK FOR SOMEWHERE TO CONCEAL
YOURSELVES, MAKE A PERCEPTION ROLL:

-3 OR LESS ♦ 6

-2 OR MORE ♦ 289

I46

All three men lie dead. Your friends help you search their baggage. Surprisingly, none of them seems to have been carrying any valuables.

MAKE A PERCEPTION ROLL:

2 OR LESS ♦ 54

3 OR MORE ♦ 359

I47

You thread the leads on to the cat-gut so that each end is weighted. Now you must throw one end through the gap between two bars in the grille over the end of the bolt where an upright handle is used to draw it back – and quietly, so that the guards don't notice!

MAKE A RANGED COMBAT ROLL:

-3 OR LESS ♦ I69

-2 TO +1 ♦ 68

+2 OR MORE ♦ I20

148

The garment reveals little of interest. It smells, and the pockets are empty except for rags and a rusty nail. You suspect that lice infest it, and you toss it away after you have made sure that it contains nothing to help you. Then you start sneaking back.

◆ 119

149

There are half a dozen foresters at large in the woods, you suddenly realize. Odds of six to one are not to your liking, especially when your opponents are armed and have a knowledge of woodcraft to rival your own.

The men close in when they spot you and Herne rejoins you. He quickly tells you to hold Albion aloft. His hands reach to the sword's point and your eyes. There is a blinding flash, from which he protects you, and a roll of thunder. While the foresters are staggering around, partially blinded and deafened, you can make your escape.

You feel exhausted and drained. Herne turns to you with a sympathetic look and explains:

'I have had to draw on your Power to call the Light. You will soon recover.'

LOSE A POINT OF POWER.

◆ 377



150

With a graceful sweep of his club, the giant strikes you a crunching blow which lifts you right off your feet. You fall in a heap some yards away and black out as your head strikes a stone.

When you come to, you feel as though you've been trampled by wild horses. The first thing you see is the grinning face of the red-haired giant. He reaches down to you and, taking your hand firmly in his, lifts you to your feet. You feel a little better at this, and the pain begins to leave your limbs. The giant throws back his head and laughs; the sound echoes around the valley and nearly deafens you. Then he is off, taking huge strides and leaps as he makes his way up the hillside.

You look down at your hand where he gripped it and see that your palm now bears the sign of a wheel.

YOU MAY HEAL ANY TWO OF THE WOUNDS YOU TOOK IN THE FIGHT WITH THE GIANT IMMEDIATELY. THE REST MUST BE HEALED IN THE NORMAL WAY.

IF YOU BEAR THE MARKS OF THE SERPENT AND THE HORSE ♦ 74

IF NOT:

IF YOU HAVE A HORSE, YOU MAY SPUR IT ON
♦ 74

IF YOU DO NOT HAVE A HORSE, OR CHOOSE NOT TO SPUR IT ON:

IF YOU BEAR THE MARK OF THE SERPENT
♦ 13

OTHERWISE ♦ 32

151

It is easy to dodge behind a horse and cart and make your way into the gloom of the stables. You lean back in the shadow of a hay-bin and let your eyes adjust to the darkness.

You can see nothing suspicious in the long, low building. Then you hear a man in a stall about halfway down. His voice is strong and commanding; he is ordering someone to take good care of his horse. You crouch down to conceal yourself, and the speaker steps from the stall – it is the Knight Templar you have been seeking! Your guess that he would be staying at Nottingham Castle was correct. Now all you have to do is follow him and try to find out his business here.

You grab a rough shawl-like cloak off a peg to cover your livery and stalk cautiously after the knight.

MAKE A STEALTH ROLL:

1 OR LESS ♦ 197

2 OR MORE ♦ 319

152

You ask Baldric who the man is. Baldric says, 'He's Bryn, the prebendary's man. He oversees the estate lands, the priest's animals and crops, and farms a bit of his own land.'

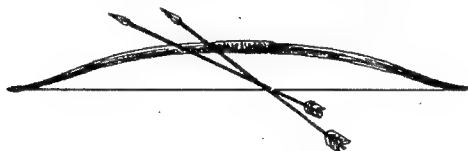
You tell Baldric not to worry about him. Facing Bryn, you demand to know why he is bothering Baldric so late at night.

'He's to come to the Stonehouse and stay there until the Sheriff's men fetch him for trial. He's wanted for escaping custody, that's why. If he comes now and peaceful like, there'll be no further trouble. But if he tries any tricks, then like as not all his family'll suffer. So I'm just trying to do what's best.'

DO YOU:

LET BRYN TAKE BALDRIC AWAY? ♦ 245

GO TO THE PREBENDARY YOURSELF? ♦ 11



153

In the waiting-room a long queue of people sit with tired expressions. They range from merchants and money-lenders to serfs, who are probably tenants of the Sheriff. Beyond the crowded room there is a vaulted passage. Some of the people waiting here look up expectantly when you enter, then sink back into gloom and weariness.

DO YOU:

GO ON DOWN THE CORRIDOR? ♦ 109

WAIT IN THIS ROOM? ♦ 224

154

Clim forgives you for your earlier actions, which left him understandably annoyed, and reckons the scores are settled now. When you explain your dilemma and the difficulty of leaving the town, he suggests a way to help and you leave the inn together.

♦ 164

155

The man is mailed and dressed in the livery of a town guardsman. Another two guards stand in the road. Although the man's voice is harsh, he looks more bored with foot-patrol duty than really interested in what you are doing.

You tell him that you are waiting for a friend. You had just left Nottingham together on your way to London, when he remembered that he'd left something behind and left you here while he went back to get it.

MAKE A CHARM ROLL. IF YOU HAVE A SKIN OF WINE YOU CAN OFFER SOME TO THE GUARD AND ADD 3 TO YOUR ABILITY SCORE FOR THIS ROLL:

1 OR LESS ♦ 78

2 OR MORE ♦ 354

156

You have no chance to retrieve your possessions, which are guarded by the foresters. You run into the woods carrying only your bow; your friends are close behind. Your search for the Templar knight, so far unsuccessful, now looks doomed to failure. He will by now have left Nottingham Castle and be wandering at large somewhere in Sherwood Forest, intent on carrying out the threat of doom which he earlier pronounced.

After hours of fruitless searching, night falls and you return to your camp. Walking out under the night's stars, you send a silent cry out to Herne, but there is no reply. Somehow you feel that the Power of Light and Darkness has deserted you and is vanishing from the forest as well.

◆ 400

157

The guard immediately summons a number of colleagues. They arm themselves with heavy maces, lift the grille and descend into the pit. You are overwhelmed and knocked senseless. When you come to, Clim has vanished.

◆ 333

158

You manage to persuade the Bishop's servant to let you in and wait. Your companions are left outside. Reluctantly, the servant shuffles away and fetches you a goblet of thin wine. You are left in a cold stone ante-chamber, with only sombre wooden furniture and a single candle for company.

After some time the servant returns, hugging his robes about him, and ushers you into the main room. The warmth of a blazing fire hits you and you reach out gratefully to ease your stiffness. To one side sits a

figure dressed in rich red vestments. A few fluffy white hairs cling to his brow and a large gold cross on a chain seems to drag his head down.

'I am Herbert, Grâce de Dieu Bishop of Carlisle.' He speaks slowly and scratchily. 'Infernal place.' He pauses and sips from a silver goblet. 'Well, what do you want, young man?'



You explain your presence on behalf of the villagers of Gatham. Before you can fully explain your plea, the Bishop interrupts:

'Why don't you mind your own business, eh? Meddle not in the affairs of your lords, boy.' He wags a finger at you, but you sense that behind his peremptory tone there is doubt. 'Tomorrow I seal the agreement and that will be an end to it.'

DO YOU:

ACCEPT THE BISHOP'S WORDS AND LEAVE?

♦ 320

PRESS HIM FURTHER? ♦ 187

159

You are clear away into the streets of Nottingham. The town is big enough to lose yourself in and any pursuers would be hard pressed to find you.



♦ 17

160

From the conversation between Clim and William, you soon gather that he is William of Cloudesley, a notorious former outlaw and archer, and the comrade of Adam Bell. You also learn that he is visiting Nottingham in his capacity as Warden of the Royal Forest of Inglewood. Your ears prick up when you hear that his business is to do with the sale of an estate in Inglewood to the Order of the Poor Knights of the Temple of Solomon – the Templars! It seems that the Bishop of Carlisle is disposing of some of his land-holdings. The Templars are buying – and getting a good bargain too.

‘The King exempted all Templar lands from the Forest Law, you know,’ explains William. ‘If old Herbert, the Bishop, had tried to clear the land to make full use of it, he could have paid several hundred pounds.’

IF YOU INTERRUPT AND ASK WILLIAM ABOUT THE TEMPLAR YOU MET, MAKE A CHARM ROLL:

1 OR LESS ♦ 5

2 OR MORE ♦ 292

IF YOU ALLOW WILLIAM TO GO ON ♦ 66



161

On an impulse, you fling it behind you and continue fleeing for your life. After a minute, you look back to see where the hounds have got to. You are astounded to see a wide lake, deep and dark. On the far bank, you can just make out the pack of hounds and hear their frustrated howls. You don't know where the lake has sprung from and understand still less how you could have crossed it, but it looks as though you have escaped the hounds. You press on with your journey.

DELETE THE ITEM YOU THREW FROM YOUR POSSESSIONS.

♦ 296.

162

The steward passes on and leaves you. When he has gone through the door, you creep along to the gallery to see what you can hear. Downstairs in the great hall, the Sheriff of Nottingham and Sir Guy of Gisburne are talking to each other. The Sheriff, seated behind the high table, is obviously hatching some plot.

'How long do I have to wait for that damned man to get back, Gisburne?' he snarls. 'Are you sure he is reliable?'

'Yes, my lord,' replies Gisburne. 'I sent him off to Rufford with explicit instructions, just as your brother told us. He won't come back without it, I assure you.' Gisburne speaks unctuously, as though trying to get back into the Sheriff's favour after his failure in the search.

'I suppose the wretched thing's buried,' the Sheriff mutters.

'What will you do with the land, once you've forced the Bishop to sell it to you?' asks Gisburne.

'I'll fleece those villagers. Peasants! They've had it easy under the Bishop for too long; they'll be rich and

ripe for picking. I ought to be able to squeeze enough out of them to pay for this new levy of the King's. Oh, Gatham will be a splendid source of revenue, my dear Guy.'

You hear the Sheriff rising. Then his voice continues: 'Now I suppose I'd better be off to prepare myself for our distinguished guests. Make sure Sir Roger gets everything he requires. I can't afford to offend the Templars, Gisburne.'

The Sheriff leaves and you retire to a hidden niche to ponder what you have just heard.

DO YOU:

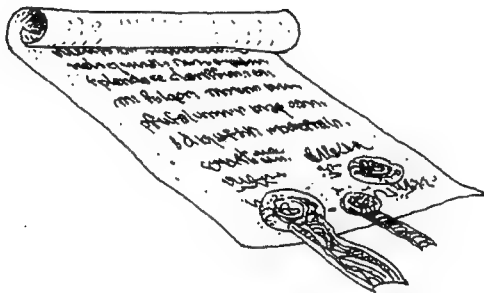
WAIT AROUND HERE UNTIL THE FEAST THIS EVENING? ♦ 144

CREEP OFF AND INVESTIGATE SOME MORE?
♦ 190

163

You crash to the ground in agony. You fight to remain conscious — you are desperate to stop this insane knight. Grasping Albion with both hands, you struggle to get back on your feet before Sir Roger can strike the final blow.

IF ALBION BEARS THE BLOOD-RED RUNES ♦ 232
OTHERWISE ♦ 400



Clim leads you cautiously around the back streets to a closed-up shop or trader's house of some description.

'Walkelin the Coleman owes me. I reckon it's time to collect.' Clim speaks with a dangerous edge to his voice, something you have not heard before in his lighter banterings. He manipulates a small tool in his hand and unlatches the door. You follow him into the darkness beyond. Clim strikes a flint and lights a candle stub, which he has dug out of his pocket. Around you are chests and crates.

'Fetch me that bar, would you?' asks Clim. Your eye lights upon a crowbar which you hand over to him. He prises the top off a box and chuckles.

'Just what I wanted. Here, Robin, a new disguise,' he says. You peer into the box and see neatly folded piles of rich clothing. Soon you both resemble a pair of very well-off gentlemen, perhaps even a lord and his squire or son.

'Through here,' gestures Clim. You leave quietly by a side door and minutes later are nodding pleasantly to the guards on Nottingham's gate who let you through without a murmur.

◆ 62

You make your way through the forest, and are about to leap across a leafy-banked stream when you notice that on the far side a snare trap has been set – probably for deer coming to drink here, for their tracks are everywhere.

You avoid the trap. Before you move off, you spring it so that when the obnoxious foresters return for it, they will find it empty. Hopefully, some nobleman's table will go without venison for another day.

◆ 126

166

You haven't travelled more than a mile when you are ambushed. A gang of mercenaries charge from a nearby thicket and surround you before you can react. They brandish wicked-looking cleavers and their leader pokes you with a huge falchion. You recognize him as Hurtlewain.

'My hounds may have failed, but I always get the job done in the end,' he says, grinning. 'You're coming along with me and my lads – there's someone wants to see you.'

You are disarmed and trussed as neatly as Will can tie up a deer. The mercenaries lead you off, to an unknown fate.

◆ 400

167

Albion has been smashed from your grasp and you lie defenceless. William points his sword at your throat. Your companions stand ready, but if they make a move, you will surely die. The tall swordsman gives you a sidelong glance. He draws a finely made green gauntlet from his belt and tosses it down beside you.

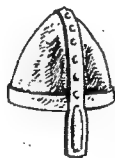
'You were drinking with an old friend of mine,' he says, 'so I'll spare you this time. But we'll meet again sometime, and I'll take back this gage of mine.'

He sheathes his sword, slings his bow across his back and stalks out of the inn.

Little John hoists you into your chair and Marion confirms that no bones are broken – only your pride.

ADD THE GREEN GAGE TO YOUR SPECIAL POSSESSIONS.

◆ 199



168

You head downstairs, as quietly as possible. The only chance now is to escape through the main gate and lose your pursuers in the town. The sounds of guards searching, running and shouting echo all around the dark, hateful buildings.

With luck and skill you gain the courtyard undetected and creep from shadow to shadow until the dark tunnel of the gatehouse is within reach. All the searchers are still concentrating on the old keep and there are only a couple of guards here.

You dash into the tunnel, draw Albion and engage the guards. One goes down almost immediately but the other raises a cry. Desperately, you barrel into him and run for it.

◆ 82

169

You manage to throw the line into just the right position. With Clim pulling on one weight and yourself on the other, you can produce a strong, steady force sufficient to pull back the bolt in silence. Now the grille is opened, one of you has to clamber on top of the other and push it up. Once the first person is up, he will have to deal with the guards and then let the ladder down.

IF YOU LET CLIM GO FIRST ◆ 275

IF YOU GO UP FIRST YOURSELF, MAKE A
STEALTH ROLL:

-2 OR LESS ◆ 393

-1 OR MORE ◆ 40

170

The villagers go about their business and you are left to your own devices for much of the day. Late in the afternoon a rider comes into the village and blows a small horn. There is something about his smile and the

way he sits proudly in the saddle that you dislike. When the villagers are gathered around, he proclaims:

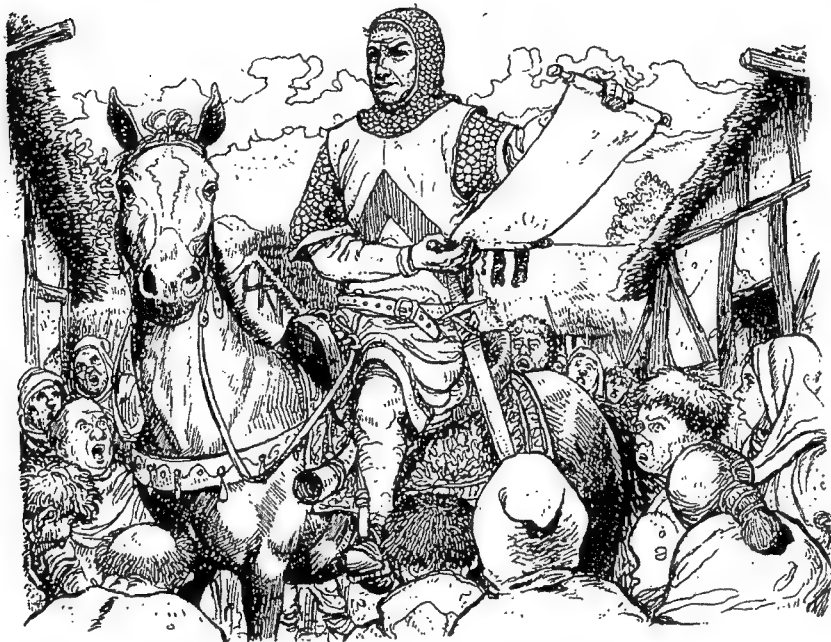
'Know you, people of Gatham, that you are no longer tenants and bondsmen of his Excellency the Bishop of Carlisle. As of today, your liege lord is Robert de Rainault, High Sheriff of Nottingham, Royal Castellan, Officer of the Crown.' The arrogant young man holds aloft a parchment sheet embossed with three seals and ribbons.

'You will also,' he continues, 'have the privilege of serving me, Ingran de Blois, Steward of Gatham. Be sure I will not tolerate slackness or insubordination.'

You realize that you have failed the villagers. Baldric is gone and the Sheriff now has the estates of Gatham in his grasp. You gather your friends and leave, feeling wretched.

LOSE A POINT OF POWER.

◆ 113



171-174

171

You prepare to set off again, though you wonder at the actions of the mysterious woman. When you glance at your palm, you see the shape of a horse picked out in green, where the drop of moisture struck it.

IF YOU BEAR THE MARKS OF THE SERPENT AND
THE WHEEL ♦ 74

IF YOU BEAR JUST THE MARK OF THE WHEEL ♦ 32
OTHERWISE ♦ 371

172

The first guard suddenly trips, falls over and stuns himself. Before you can react, his colleagues have drawn their swords and closed with you.

♦ 45

173

When everyone is away from the blue pavilion, you stealthily creep towards it. The gathering gloom aids your movement and soon you are but a few yards away. Just then you see two guardsmen walking from the road towards the tent. Although they walk slowly, you judge that there is only time for you to search one of the curtained sleeping-sections within the pavilion.

DO YOU:

SEARCH INGRAN'S SECTION? ♦ 60

SEARCH FREDEGIS'S SECTION? ♦ 326

SEARCH HALDANE'S SECTION? ♦ 235

ABANDON YOUR PLANS? ♦ 119

174

You are knocked unconscious by the priest's unexpected assault with his club. When you come to, you are with your friends and there is no sign of the priest.

Will explains that after you were knocked out, he and the others took care of the violent clergyman. He

shows you the silver they relieved him of. While you're glad to hear that everything worked out all right, you begin to worry about the way today is turning out. First the Templar and now a mere priest have humiliated you. Could it be that you've grown soft? Or maybe the Power of Light and Darkness is deserting you?

DO YOU:

RETURN TO YOUR CAMP TO RECOVER? ♦ 258

GO INTO THE WOODS TO SEEK ADVICE FROM
HERNE? ♦ 307

175

You point out to Clim that a group of guardsmen are already heading for the gate tower along the wall's battlements and there is no way you could avoid them.

You continue upwards and soon come to a room where a ladder leads up to a horizontal trapdoor. You find that it opens easily and lets you on to the roof of the gatehouse. The trapdoor is the only way on to the roof, and once you have barred it, you will be safe for a while.

Before long you think that perhaps the safety is just an illusion. The sergeants of the guard have got cross-bowmen on to the old keep and only by hugging the crenellations can you avoid the bolts which fly all around. More men are taking axes to the trapdoor and soon splinters will be flying.

You can either rush the men below or try leaping from the roof.

DO YOU:

ROLL TO THE TRAPDOOR, FLING IT OPEN AND
ATTACK? ♦ 204

PREPARE TO JUMP? ♦ 99



You're soon swapping memories with your friends, laughing at the times you've outwitted the Sheriff and, especially, Sir Guy of Gisburne. Drink flows freely and you barely notice when one of the inn's other customers brushes against you on his way out. But a few minutes later you notice an embroidered green gauntlet, of fine manufacture, lying on the floor. Whoever it was who left must have dropped it as he pushed past.

You lurch to your feet and go to the door of the inn. Looking up and down the road, you eventually spot a figure: he is hooded, cloaked and mounted on a proud horse, and a longbow is slung across his back. He is too far to catch up with, so you pocket the glove and return to your drink.

ADD THE GREEN GAGE TO YOUR SPECIAL POSSESSIONS.

YOU ARE DRUNK. ALL YOUR ABILITY SCORES ARE AT -1 UNTIL YOU RECOVER. NOTE THIS ON YOUR CHARACTER SHEET. YOU MAY RECOVER BY MAKING AN EXTRA ROLL WHEN YOU SEE THE HEALING SYMBOL AND 'HEALING' 2 OR MORE WOUNDS. THE EXTRA ROLL ONLY AFFECTS WHETHER OR NOT YOU REMAIN DRUNK!

♦ 280



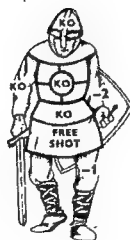
177

SIR ROGER OF LED-
BURY:

COMBAT SKILL = 10

IF SIR ROGER OVER-
COMES YOU ♦ 163

IF YOU OVERCOME SIR
ROGER ♦ 67



178

You twist wildly to avoid the strike, but catch a glancing blow on the head from the flat of the blade on the knight's back-swing. You topple backwards and Albion flies from your grasp. The knight towers over you, raising his black sword high.

LOSE A POINT OF POWER.

♦ 192

179

After a short while, the Templar emerges from the chapel and heads up the corridor towards the guest apartments in the old keep, where he must be lodged. If you want to find out more about the knight, you must quietly follow him, or else find some way of keeping your presence here secret until morning.

IF YOU TRY TO FOLLOW THE TEMPLAR, MAKE A
STEALTH ROLL:

2 OR LESS ♦ 43

3 OR MORE ♦ 337

IF YOU WANT TO GO BACK TO YOUR HIDING-
PLACE (IF YOU HAVE ONE) AND WAIT TO
ESCAPE IN THE MORNING ♦ 365

IF YOU ATTEMPT TO FIND SOMEWHERE TO HIDE
♦ 218

Within the mound the atmosphere is close and you start to sweat. After a few yards, the passage reaches a crossroads and you pause to wipe the moisture from your brow. The red glow and beat of the hammer come from your left, so you press on that way.

You pass many more junctions and travel for endless minutes. This hollow hill has a confusing labyrinth beneath it and you guess that you must be well below ground-level.

Finally you turn a corner and enter a large round chamber. At its centre a forge gives off a bright red glow, while smoke ascends to filter out through a small opening in the ceiling.

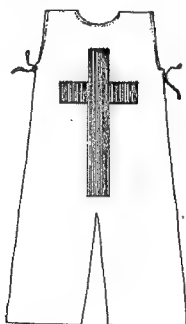
By the forge stands an anvil at which a tall man is working. His long blond hair is tied in a top-knot and a moustache droops over his lip. He is stripped to the waist, revealing an impressively muscled torso, yet he holds his right leg bent, as if it were injured in some way.

As you enter the chamber he looks up and stares at you with gentle blue eyes.

'You are expected,' he says in a voice roughened by smoke. 'I can give you the knowledge you seek. Tell me, do you know of the Rhyme of Wade?'

IF YOU KNOW THE RHYME OF WADE ♦ 261

IF NOT ♦ 103



181

'Some people come – enemies!' Herne sounds alarmed and you quickly look round, considering options. Herne's senses have warned you both, but you know that his servant's powers are limited and that he relies on you for earthly protection.

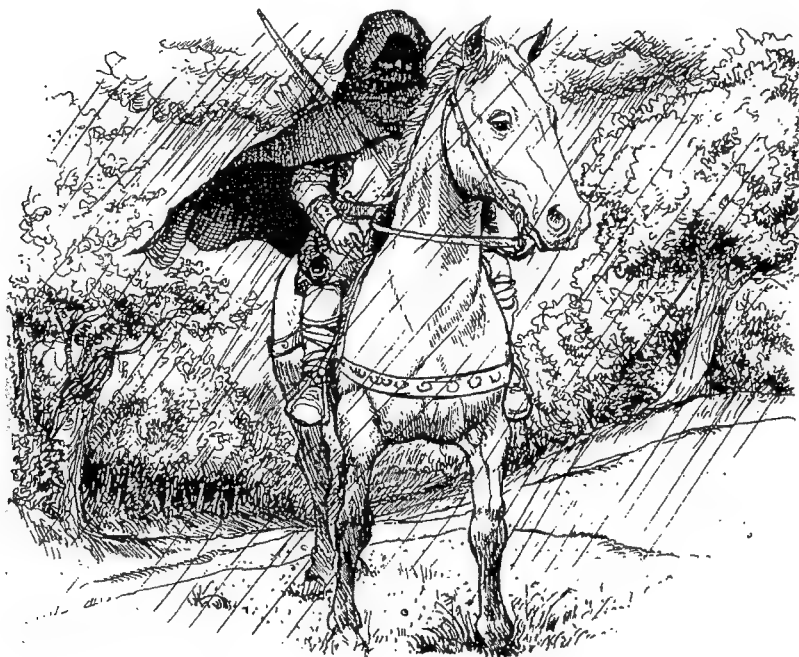
MAKE A PERCEPTION ROLL:

1 OR LESS ♦ 392

2 OR MORE ♦ 269

182

You wait patiently as the rider trots slowly up the hill towards you. When he is close, you see that he wears a long, dark cloak and carries a longbow slung across his back. He is obviously not a knight, but he could still be a threat to you and you keep on your guard.



183-184

He halts beside you, but his drawn hood hides his face. 'Good day,' he says.

IF YOU HAVE THE GREEN GAGE ♦ 322

IF NOT, DO YOU:

GREET THE MAN AND LET HIM PASS, CONTINUING ON YOUR WAY? ♦ 378

CHALLENGE HIM AND DEMAND HIS PURSE? ♦ 63

183

You vanish around the twist of the staircase before anyone gets into the entry-hall. You immediately slow down, so that you can creep silently. Soon you gain the upper floor, while below you the search gathers momentum. There is a rumbling, grating sound, and you realize that the gates have been closed and you are trapped inside the castle.

You sneak along a corridor and find yourself on the first floor of the old keep, where the guests and officials have apartments set aside. You can see a rougher stone stair ahead, which goes down the other side of the keep, presumably to the servants' quarters and work-rooms. Your guess is confirmed when you have to hide from a rudely dressed man, who is descending the steps with a pile of dirty platters.

MARK THIS SYMBOL # ON YOUR SPECIAL POSSESSIONS LIST, IF YOU HAVE NOT ALREADY DONE SO.

DO YOU:

INVESTIGATE THE GUEST APARTMENTS? ♦ 3

FOLLOW THE SERVANT DOWNSTAIRS? ♦ 370

184



Little John and Nasir set off for St Mary's Abbey, still whispering like village boys sharing a secret. The rest of you sit around, discussing events. You still haven't

shaken off the feeling of doom which fell upon you after your encounter with the Templar knight and his black sword. Thinking back, you realize that the weapon must be a Sword of Power, equal to Albion. As this occurs to you, you hear the faint sound of distant bells.

You look around, but your friends don't seem to have noticed anything. The music gets louder and you can also make out voices. Herne is calling you. Perhaps he will be able to tell you something about the sword of the Templar.

Bidding your friends goodbye, you hurry off into the trees. Herne's cave is many miles to the north; in these parts he will probably meet you by Harold's Tree, another sacred spot.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

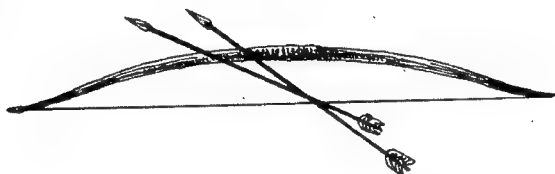
REMOVE LITTLE JOHN AND NASIR FROM YOUR LIST OF COMPANIONS.

◆ 126

You rush out into the roadway and run full tilt into a passing patrol of town guardsmen. Their wits are better than yours and you are seized with hardly a struggle.

Within minutes you have been frogmarched back to Nottingham Castle and there cast into the dungeon pit. The soldiers laugh down at you as the grille slams and you face incarceration and death.

◆ 333



186

You stare at each other for several moments. Then he scowls. 'Arrogant upstart,' he says, slinging his bow across his back. 'I'll meet you again, no doubt.' He strides out of the inn.

♦ 199

187

Your fervour and anxiety for his tenants touch Bishop Herbert.

'My hands are tied in this, my son,' he says. 'There is nothing I can do, nor you.' He drinks again from his cup and offers you some wine. You help yourself to save the old man the trouble, and try once more to persuade him.

IF YOU HAVE THE GOLD PIN ♦ 51

IF NOT, THERE IS NOTHING MORE YOU CAN DO
TONIGHT. MAKE A CHARM ROLL AS YOU LEAVE:

0 OR LESS ♦ 320

1 OR MORE ♦ 302

188

DELETE YOUR BOW FROM YOUR LIST OF POSSESSIONS.

It's a couple of hours' walk to Nottingham, so you make the best speed you can. When you arrive, you discover there are far more men-at-arms about than usual. You will have to be particularly careful.

You summon up all your nerve, march proudly up to the gate-sergeant and say, 'I'm on the King's business. Let me pass.'

The sergeant casts a searching gaze over you.

MAKE A DISGUISE ROLL:

2 OR LESS ♦ 335

3 OR MORE ♦ 71

You wander into the woods, but soon lose the trail you were following. These are strange and unfamiliar pine woods, and you hear a number of disturbing sounds. It doesn't take long for you to realize that you are lost, and you start to worry that you may still be trapped among the trees when night falls. An hour later there is still no break in the trees and your anxiety mounts. In desperation you travel faster, and start to get reckless.

Suddenly you catch your head on a low branch and fall unconscious to the ground. You dream of huge black hounds with red eyes and slavering jaws. You see the antlers of a stag, yet they are not Herne's. You feel a sharp pain in your hand.

When you wake, many hours have passed and dawn is just breaking. You look down at your hand and see there the symbol of a ram-headed serpent, picked out in green. You can see the edge of the woods not far off, and you wonder how you could have failed to notice it before you fell. You are soon clear of the trees and continuing your journey.

IF YOU HAD A HORSE, IT HAS FLED — DELETE IT FROM YOUR LIST OF POSSESSIONS. YOU HAVE TAKEN I WOUND TO THE BODY FROM THE FALL.

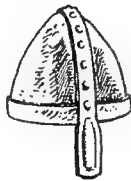
IF YOU BEAR THE MARKS OF THE WHEEL AND THE HORSE ♦ 74

IF YOU DO NOT BEAR THESE MARKS:

IF YOU BEAR JUST THE MARK OF THE HORSE

♦ 371

OTHERWISE ♦ 13



190

You explore the passages of Nottingham Castle some more, confident of your ability to pass for a servant. After some time, you find yourself in the old keep, adjacent to the great hall, on the upper floor where guests are lodged. You realize with a start that one of these rooms is occupied by the Templar knight you encountered earlier, for on the chamber's door hangs a banner of white silk with a red cross. Opposite is an empty room which you could hide in, while down the corridor is another door to a gallery.

DO YOU:

HIDE IN THE ROOM? ♦ 52

EXPLORE THE GALLERY? ♦ 31



191



You get back to Baldric's house and relate your news. Telling Baldric not to worry about the summons due from the Sheriff – you will make sure he doesn't end up in prison – you and your companions debate what to do next. The night passes uneventfully and you rise early in the morning.

DO YOU:

WAIT HERE IN GATHAM IN CASE ANYTHING DEVELOPS? ♦ 170

MAKE FOR SCROBY TO SEE THE BISHOP? ♦ 265

192

'Now, to finish this slight matter,' he says, but his hand is stayed by a call from the sergeant.

'Nay, Sir Templar, show him mercy,' he says. 'You've taught this scoundrel the error of his ways — now let him live to change them.'



'Very well,' replies the Knight. 'I will be merciful. This boon I grant you for your companionship on the road. I will grant no more.' He sheathes his strange black sword, stalks across to his steed and vaults into the saddle with a practised motion. Soon he is off down the road.

You climb to your feet and dust yourself off. Your friends are covering the sergeant with their bows, but

he doesn't seem too concerned. He is a short man, with a dark complexion and hair and the trace of a smile in his eyes.

'Bit of a swanker, that Sir Roger,' he calls across to you. 'All honour and holiness, but not a lot of humanity. My name's Clim; pleased to meet you – ermm, Robin Hood?' He ends his speech on a light, querying note.

MAKE A MINSTRELSY ROLL:

O OR LESS ♦ 345

I OR MORE ♦ 259



There is a rustle of wind in the trees. A shadow passes over the forest. Then Herne stands before you, his antlers silhouetted against the sun.

'You face an evil choice,' he says. 'Your friend is in peril, and yet a threat more deadly hangs over the Realm of Trees and its servants. If you would learn more of the black sword and its danger, then you must follow the Hidden Path. Go to the smithy of Wayland. In this matter I can help you no more.'

Herne disappears among the trees. You look around to see your friends' reactions, but they do not seem to have noticed anything. Herne's message was for you alone.

Little John is muttering to Nasir. The Saracen nods enthusiastically. When he notices you looking at him, John turns to you.

'I've got a plan to rescue Tuck, Robin,' he says. 'I reckon it's got a good chance, but only the two of us can do it - me and Nasir. What d'you say?'

DO YOU:

AGREE TO LITTLE JOHN'S IDEA AND FOLLOW HERNE'S ADVICE TO TAKE THE HIDDEN PATH (DELETE LITTLE JOHN AND NASIR FROM YOUR LIST OF COMPANIONS)? ♦ 226

REFUSE JOHN, INSISTING THAT YOU SHOULD ALL RESCUE TUCK? ♦ 352

194

The guard collapses unconscious on to the grille. Now speed is essential!

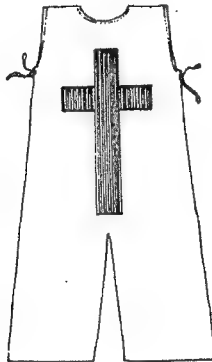
IF YOU HAVE ALREADY UNBOLTED THE GRILLE
♦ 393

IF NOT ♦ 367

195

You set off alone into the trees. It is a perfect autumn afternoon and the forest is a treasure-house of golden leaves crunching beneath your feet. You decide to make for Harold's Tree, where you have met your spiritual father on past occasions.

♦ 126



196

William slips on the wet leaves underfoot. But it is not just the leaf-mould which has caused his fall; he lies bleeding from many wounds. His breathing is ragged and his face screwed up with pain. As you advance on him, the sword falls from his hand and he glances up at you.

'All my plans ruined. I'm dying, wolfshead. Me, William of Cloudesley. God rot your soul.' He coughs and feebly spits to one side: 'Why did it have to end like ...'

Cloudesley coughs again, then collapses. Within moments his breathing ceases and his eyes glaze. There is nothing more you can do here. You realize that if you act now, the foresters will be too stunned and confused to stop you. You quietly gather your friends, nod gratefully to Clim and slip away among the trees.

◆ 378

197

No one pays any attention to you as you follow the knight. He heads across the courtyard, up some steps and inside the castle.

After a moment's hesitation, you unsling the cloak and follow. In the entry-hall you catch sight of his white mantle ascending a spiral stair. You casually nod to the monkish clerk who sits behind a table piled with parchment notes and scrolls, and follow the knight upstairs.

◆ 350

198

You eventually leave the cover of woodland and cross bleak moorland and rough pastures. A well-used trail leads you to the large village of Scroby by evening. As the last pale red light of the sun fades behind the buildings, you arrive at the large Norman church with

its grange attached. This is the Bishop's residence, one of several he must own in the north of England. Lights flicker within and the door, up a flight of carven steps, is shut tight.

DO YOU:

GO UP AND KNOCK AT THE DOOR? ♦ 7

SEEK SOMEWHERE TO STAY THE NIGHT? ♦ 302



199

However much you try, you can't quite get rid of your nagging anxiety about the Templar knight, Sir Roger of Ledbury. Now that you've all had a good drink, it's time to stir yourselves into action. When you think about it now, though, you realize that it's stupid for you all to go into Nottingham. Only one should take the risk, and you're the leader . . .

♦ 61

200

YOU HAVE SUCCEEDED IN DEFEATING THE
SWORD OF THE TEMPLAR.

If your friends came with you to the Ring of Nine Maidens, they recover now and go back with you to

your camp after freeing Herne. If Little John and Nasir went off to rescue Tuck, you find all three waiting for you at the camp.

To find out how well you have done, add up these points:

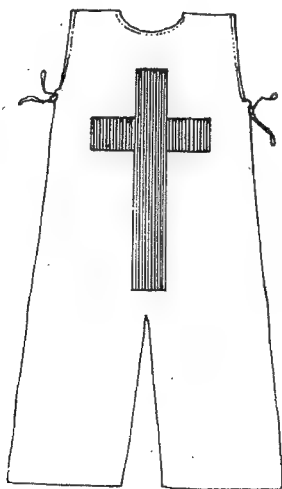
If you have the Bishop's will	6
If you referred the land sale at Gatham to the Canon Court or Royal Assessor	3
For each companion still with you	1
For each point of Power you have left	2

If you have 22 or more points, then you have achieved a *complete victory*.

If you have between 18 and 21 points, then you have achieved a *notable victory*.

If you have between 13 and 17 points, then you have achieved a *good victory*.

If you have 12 or fewer points, then you have achieved a *close victory*.



201

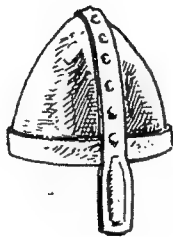
It is unlikely that any of the monks at the abbey will recognize you, but it is better to be safe than sorry. You borrow a wide-brimmed felt hat, a staff and a bag that will do as a pilgrim's scrip, and you stride up to the abbey gates. The monks are all gathered in the church, and the porter at the door is bored. He spares you no more than a single glance as he ushers you in and takes your donation.

You march boldly into the empty courtyard and look around to get an idea of where Tuck might be held. As you do, a guard in the Sheriff's livery steps out of the guest-house and walks towards you.

'I'd have thought you'd have known better, wolfs-head,' he says with a snarling smile.

You reach for your sword, realizing too late that you have walked into a trap. The guardsman barks out an order and you hear the gates slam behind you, and a dozen guards step from concealment, each with a crossbow levelled at you. There is nothing you can do as they bind you roughly and throw you in the back of a cart. Soon you are trundling down the road, on your way to Nottingham Castle . . . and the dungeons beneath.

♦ 56



202

The last guardsman falls under Clim's blade. Your new friend has returned in time to save you from

further injury. Together you heave the bodies off the road and into the undergrowth. Then Clim turns to you and says, 'Seems a bit of a waste of effort to me, but I suppose they wouldn't listen to reason . . .' His flat tone of amused disapproval lightens the air and he tells you his news.

◆ 106

203



You pass the evening pleasantly with Baldric's family. He is widowed, but has a cousin, Wulfric, and several children of his own including a rather shy girl of perhaps eighteen or nineteen. She gets on well with Much and several times you see them sitting together, when she is not busy serving food and drinks or clearing up.

Late in the evening a man comes to the door and is let in by Baldric. He is thick-set and sports a furry moustache. After talking to him, Baldric comes over to you and explains he has been summoned to Father Losoard, the prebendary.

DO YOU:

DECLINE TO INTERFERE AND LET BALDRIC GO? ◆ 245

STOP HIM FROM GOING? ◆ 152

GO TO THE PREBENDARY YOURSELF? ◆ 11

204

You suddenly drop the trapdoor and send a couple of hatchet-wielding soldiers tumbling down into the room below. You jump adroitly down and move for the door, but your way is blocked and a cry goes up. Albion flashes as you attack like a dervish of the deserts.

◆ 33

205

You plunge into the woods, but soon hear the sounds of pursuit. Whoever is chasing you is fast and you have to sprint. You leap bushes and duck to avoid low branches, but your luck runs out all too quickly. You catch your foot in a rabbit hole and you tumble to the ground. Your head strikes the bole of a tree. Fighting dizziness and waves of nausea, you try to drag yourself into a bush and hide.

It is too late: you are easily spotted by the pursuers. Three knights stand before you, from the retinue of some lord. Then you black out.

TAKE A WOUND IN THE LEG AREA.

♦ 313

206

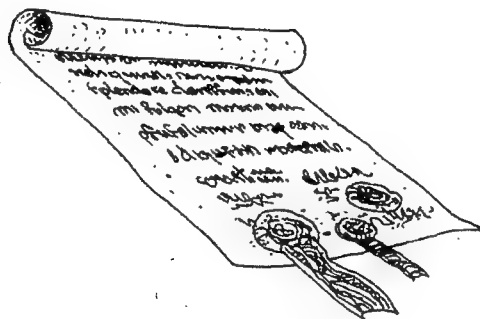
You spur your horse to follow and soon you are racing after the woman. You go faster and faster; your steed seems to cover many paces with each stride. But you



are still unable to catch up with the woman's horse. Finally you see her horse take off into the air, land and then continue at the speed of the wind. You tug your reins and draw up just in time to avoid plunging down into the wide chasm that your quarry leaped. Looking down, you can see only darkness.

There is no longer any sign of the woman on the horse, so you gently wheel your steed and return to the valley where you first saw her. The way back is long and a whole day and night pass before you reach it.

♦ 74



The sounds of pursuit are right behind you now. By taking the wrong turn and wasting time, you have let the guards catch up, and you are overwhelmed before you can start defending yourself. The sergeant sees you tightly bound and dragged off to the dreaded dungeon beneath the grim stone towers of the gatehouse. Before you are flung into the pit, the Sheriff appears in the doorway. With a brief, cold laugh of triumph he passes on and you are left to contemplate your fate.

♦ 56

208

When you try to lift the cloak, you dislodge a bunch of old horseshoes. They clatter to the ground and Ingran looks round suspiciously. He spots you, yells, draws his sword and charges. You have no option but to defend yourself, but Ingran evidently thinks you are an unarmed thief and is surprised by your sword.

◆ 14

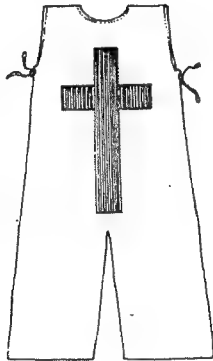
209

The foresters pass right by your hiding-place. As you stare with bated breath at a pair of feet just inches away from your face, you are taken by surprise. Another man has come up behind you and now stands with his sword at your neck. You are tied up and carried off ignominiously.

Late in the day the foresters arrive at their overnight stop, St Mary's Abbey. You spend a frustrating night trying to escape, but it is useless and the next day sees you transported to Nottingham Castle. The foresters are amazed when they learn that their captive is Robin Hood and not some hapless poacher.

LOSE 1 POINT OF POWER.

◆ 56



210

'So,' calls the Templar, an angry growl in his voice. 'You also steal the silver from churches? May God have mercy on your soul, for you will soon need it!'

Then he lifts his sword and charges, crying, '*Beau Séant*.' You barely have time to put up Albion to defend yourself, then he is upon you, his dark blade striking sparks off yours.

TAKE A WOUND TO THE BODY.

IF YOU ARE OVERCOME BY THIS ♦ 163

OTHERWISE, DO YOU:

RALLY YOUR FRIENDS (IF THEY ARE HERE)

AND ATTACK HIM TOGETHER? ♦ 315

ATTACK HIM BY YOURSELF? ♦ 251

211

You take the riders by surprise. Scarlet leaps on the sergeant, while the others attack the men-at-arms. You find yourself pitted against the young knight. Making the most of your advantage, you grab him by the leg and tip him off his steed. You nip around the horse to put your sword to his throat, but find that he is too quick for you: with a nimble roll backwards, he regains his feet and has his sword ready.

You gasp when you catch sight of the sword. Many swords are tarnished, but never before have you seen one like this: its blade is sooty-black. You have little time to take this in, for its edge is soon swinging at your head! You must defend yourself quickly!

DO YOU:

TRY TO DODGE THE BLOW? ♦ 178

TRY TO PARRY IT? ♦ 75

USE A POINT OF POWER? ♦ 282

212

Your only chance to escape is through the main gates. You dash along as quietly as possible and gain the courtyard undetected. The guards are still searching the old keep, while you creep from shadow to shadow towards the dark tunnel of the gatehouse.

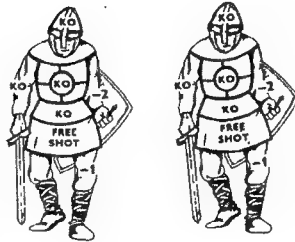
There are just two guards manning the outer gates, but you will have to deal with them both – and quickly – to escape.

TWO GUARDS:

COMBAT SKILL = 4
EACH

IF YOU OVERCOME
BOTH THE GUARDS
WITHIN 5 ROUNDS ♦ 375
IF THEY OVERCOME
YOU ♦ 207

IF THE FIGHT LASTS
MORE THAN 5 ROUNDS
♦ 82



The inn is dark and poky, and rank with the stale odours of sweat, wood-smoke and beer. There are a few hooded, disreputable-looking characters doing their best to merge into the background, but the room is not crowded.

You look around in vain for the innkeeper. After a moment's thought, you take seats around a large table in the middle of the room, where the air is a little less choked. Soon you hear the sounds of someone moving in the room at the back. The door bursts open and a quivering mound of flesh squeezes through. It is the fattest woman you have ever seen. Her bulk towers over you — she must be as tall as Little John and is certainly twice as wide. She moves towards you with a waddling motion, the acres of fat rippling and swaying uncertainly above the vast expanse of her skirts.



'What'll you be wantin'?' she asks. You stare at her, entranced for a moment. Then you manage to find your voice and order ale all round and a pitcher of milk for Nasir. The innkeeper goes off to fetch them and you breathe with relief.

MAKE A PERCEPTION ROLL:

2 OR LESS ♦ 98

3 OR MORE ♦ 372

214

Scroby lies just north of Sherwood, quite a way from your camp here. After a restful night and an early rise, you are off down the road with a measure of hope. Although it is not very warm or bright, it will take more than grey skies to dampen your spirits and make you doubt your ability to save the village of Gatham.



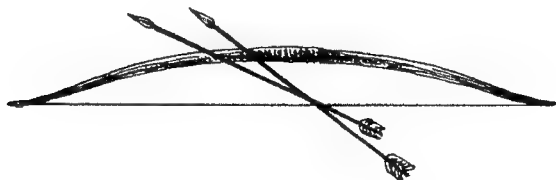
You and your companions keep to the edges of the road so that you can avoid trouble if necessary. The miles and hours pass by easily and when you pause late in the afternoon, Will scouts ahead. In a few minutes he comes running back.

'It's a good thing we stopped. There's a load of Sheriff's men up there and some sort of fair.' Will looks at you inquiringly.

DO YOU:

AVOID THE FAIR AND PASS THROUGH THE WOODS TO SCROBY? ♦ 198

LEAVE YOUR COMPANIONS HERE AND INVESTIGATE THE FAIR? ♦ 79





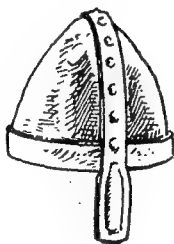
You speak to the other prisoners. A crazy old man tries to get you to talk to his pet rat, Arthur, and tells you that you'll never get out of here alive, but you ignore him and introduce yourself to a small but well-built man.

'Robin Hood!' he replied. 'Well, I never. I'm Baldric. I remember one of your band coming to our village once, Brother Tuck it was. The prebendary – the Bishop's priest who runs Gatham – ordered him away, but not before he'd given us a helping hand with one of Prince John's impositions. That were a fair few years ago, though. Would that we were both free, Robin,' he sighs.

The man seems intelligent and well mannered and you ask him how he came to end up in the Sheriff's gaol.

'For daring to gainsay him,' says Baldric. 'You see, the village chose me to petition the Bishop not to sell our lands to the Sheriff. But someone must have told one of his men about it and I was arrested on the way to Scroby, before I even got to see the Bishop. The next day I ended up here and here I've been ever since.'

You try to console the man and tell him that there is hope now you're here. They haven't been able to keep hold of Robin Hood before, and you're not about to change that habit.



216

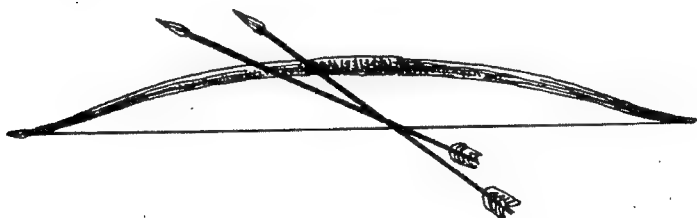
You move stealthily up to a low ridge and manage to catch a glimpse of a largish party of men, perhaps a dozen, just as they disappear into the low, misty cloud which clings to the rock-strewn hillsides. You see that they are heavily cloaked and appear to have travelled some distance, but there is none of the entourage you would have expected with a Royal Assessor. Surely this is not his party?

DO YOU:

RETURN TO YOUR FRIENDS AND TAKE UP
YOUR ORIGINAL ROUTE? ♦ 374

WAIT FOR THEM TO CATCH UP AND CAUTI-
OUSLY FOLLOW THE RIDERS? ♦ 270

RUN AFTER THE RIDERS AND CALL TO THEM?
♦ 88



217

You settle back again, keeping track of time by watching how far across the sky the sun moves. After about an hour there is a rumbling sound and a small cart comes into view. It is drawn by a wretched-looking pony and laden with all manner of things: pots, pans, bottles, faggots, cloth of various colours and things that you can't begin to identify. The cart is driven by a grizzled individual with a ruddy face and dirty clothes.

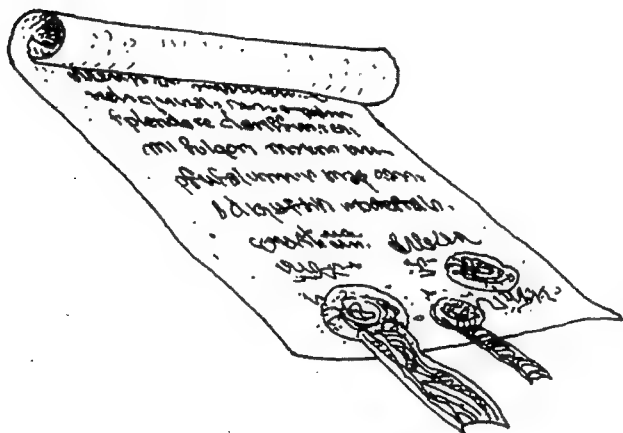
DO YOU:

LET THE MAN PASS UNHINDERED? ♦ 42

AMBUSH HIM? ♦ 108

It doesn't take you long to find an unused chamber, which is simply appointed with a single oil lamp, cot-bed, shelf and empty wooden chest. You put two coverlets into the chest to make it comfortable enough to spend the night in.

◆ 365



With Clim at a slight disadvantage – Albion's blade pressed to his throat! – his friends decide to back off. Now it is your turn to laugh, although you must make sure you keep the upper hand. You disarm Clim and decide upon your next move.

DO YOU:

USE CLIM AS A SHIELD TO PROTECT YOURSELF UNTIL YOU CAN RUN OUT OF THE INN? ◆ 185

GIVE CLIM BACK HIS SWORD AND MAIL (DELETE CLIM'S MAIL FROM YOUR SPECIAL POSSESSIONS)? ◆ 154

TELL CLIM TO REMEMBER THIS DAY, SCAR HIS CHEEK AND LEAVE THE INN? ◆ 28

220

A pail is quickly supplied by the ponderous alewife and you throw the water over William. He comes round, spluttering and groaning.

'Well,' he says, 'it seems I've met my match at last,' he says. 'I'd like to know who's had the honour of beating William of Cloudesley?'

DO YOU:

TELL HIM YOUR NAME? ♦ 303

REFUSE TO REVEAL YOUR IDENTITY? ♦ 186

221

Claiming to be a servant of the Sheriff yourself and a forester by trade, you tell them to remove themselves from your path and annoy someone else. The first guard eyes you curiously.

MAKE A DISGUISE ROLL:

0 OR LESS ♦ 105

1 OR MORE ♦ 242



Back at the inn your friends are surprised to see you return so soon and without Clim. You explain the unfortunate circumstances and wonder over the suddenly increased vigilance of the town guards. You decide to wait here for Clim to return. You'll have to wait for Tuck too: Marion tells you that he's gone out to a farm to see an old woman, who is very ill. Her son came to fetch Tuck to help.

You pass the time with a stoop of ale. Before long, Clim comes back and laughs at your near escape.

'Losing some of our sharpness, are we?' he says gleefully. 'Well, I've got some bad news for you. There's guards out looking for a den of thieves Sir Guy of Gisburne flushed out of Nottingham. It's none too healthy at the moment, I can tell you, even for the likes of me. Anyway, I've got me business to attend to, so I'll bid you farewell.' Clim leaves.

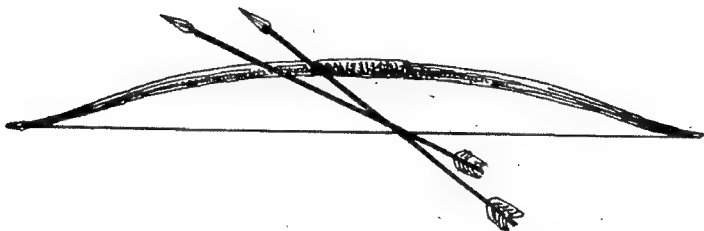
DELETE CLIM FROM YOUR LIST OF COMPANIONS.

DO YOU:

SEEK ADVICE FROM HERNE IN SHERWOOD?

♦ 195

FORGET THE ABORTIVE AMBUSH OF THIS MORNING AND SET ANOTHER ON THE LONDON ROAD? ♦ 279



223

Some mysterious power has overcome your companions. You can see no way of freeing them from the enchantment, and you must carry on alone.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

◆ I6



224

A short while passes after you seat yourself on the hard wooden bench. You spend the time scrutinizing the others who are awaiting the Sheriff's pleasure.

You suddenly realize that a wealthy-looking trader close to the door has been staring at you for some time and has now edged up to the entrance. Before you can act, he jumps to his feet and shouts to the clerk.

'It's Robin Hood, the thief! Here in Nottingham Castle!' The man stops with a high-pitched squeak as you leap at him, drawing Albion. The clerk, unsure what to do, wavers half off his stool and is saved further decision when a guard throws open the door from the great hall to see what the shouts are all about.

Thinking rapidly, you slam the door in his face and turn on the merchant and the monk, laying them out with the flat of your blade.

DO YOU:

RETRACE YOUR STEPS? ◆ 338

HEAD UP THE SPIRAL STAIR BY THE CLERK'S
DESK? ◆ I83

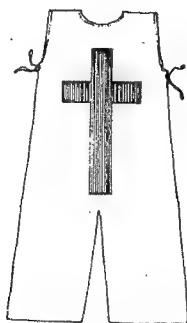
RUN OUT INTO THE COURTYARD? ◆ 80

SPEND A POINT OF POWER? ◆ 395

225

Your faithful steed leaps forward as you dig your heels into her flanks. Soon you are galloping across the countryside at the speed of an eagle on the wing. You crouch low and the wind whips your hair back. You glance back and see that the hounds are now well behind you, and their speed seems to be slackening. You have escaped from them!

◆ 296



226

You know that the secret of the knight and his sword can be unravelled by Wayland alone. Even Herne's power cannot penetrate the veils placed about him and his weapon.

Wayland's smithy is sited in the mysterious 'Heart of England' – but where is that? Of one thing you are sure, that you must go alone. Bidding your friends farewell, you head into the depths of Sherwood Forest, not knowing where to go or how long your journey will be.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

IF YOU HAVE A HORSE AND WISH TO RIDE IT

◆ 394

OTHERWISE ◆ 266

227

You fight as if dreaming. The Templar effortlessly blocks your every blow. Eventually you are beaten to the ground.

TAKE 2 WOUNDS TO THE BODY, 1 WOUND TO THE ARMS AND 1 TO THE LEGS.

◆ 192

228

Later, when the sounds of bustling and the occasional aroma of food on platters passing by your door tell you that the evening's feast is under way, you decide to try getting out and spying some more.

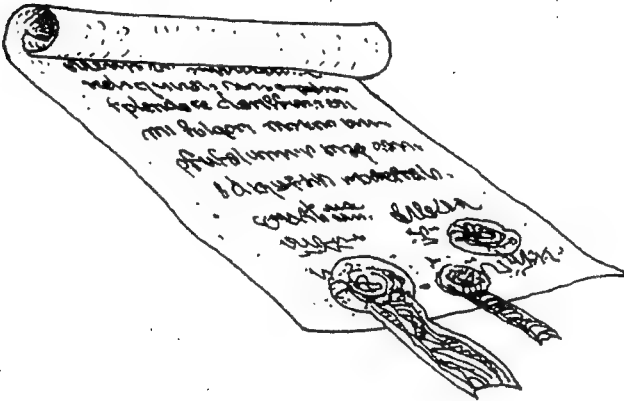
During a lull in the traffic outside, you leave the store, picking up a box to make yourself look as much like a busy servant as possible. After a bit of exploring, you decide that the most interesting places are likely to be the guest apartments in the old keep or the feast in the great hall.

DO YOU:

GO UPSTAIRS TO THE GUESTS' CHAMBERS?

◆ 260

MAKE YOUR WAY TO THE GREAT HALL? ◆ 144



229

Simon meets you outside. You have already decided that stealth will be your best ally and told your friends to wait here.

'I'll go down to the weaver's house at the edge of the village,' says Simon. 'I can sit with Tison and his wife as they card their wool and be ready to accost that Ingran. You can hide in the pen across the track.'

You follow Simon's plan. The village is busy with life: herders, carters and field-workers all pass you as you wait patiently. When a rider comes down the track from the south, you see Simon squint, then rise to his feet. He stops the man and gets him to dismount to talk. Now you must act. You creep closer and see a small wooden chest sticking out from one saddlebag and a thick, leather-bound book from the other. A travel-stained cloak is draped across the horse.

DO YOU:

ATTACK INGRAN? ♦ 14

STEAL THE CHEST AND SNEAK BACK? ♦ 294

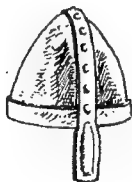
STEAL THE BOOK AND HIDE? ♦ 72

STEAL THE CLOAK AND RETURN TO THE BYRE?
♦ 208

230

The horsemen have no chance. Your shot catches one in the side and he tumbles from his horse, dead before he hits the ground. The other two fare no better and are toppled by the feathered cloth-yard shafts of your fellow outlaws. You run from the trees to search the baggage of your victims.

♦ 146



231

You swing your legs up in a desperate move and with a crash the grille flies back. One mighty vault lands you outside. Surprise and luck are on your side, for as the second guard rushes at you, you grab the wooden ladder used to get in and out of the pit and swing it at him.

With a cry of alarm the man stumbles headlong into the dungeon opening, and crashes through the smoke on to the flaming straw. The smoke begins to clear as the fire dies and you take care of the first guard.

◆ 244



232

You feel power surging into your body from the sword; the runes glow red with the light of Wayland's forge. New strength flows through your limbs and you rise to your feet in time to parry the Templar's blow. He staggers back with surprise at your rapid recovery. You glance at Albion and see that it has returned to its normal appearance.

CROSS THE BLOOD-RED RUNES OFF YOUR CHARACTER SHEET. YOU HAVE ALSO SPENT A POINT OF POWER.

MAKE A HEALING ROLL. ADD 6 TO YOUR ABILITY SCORE FOR THIS ROLL. YOU MAY NOT USE ANY OTHER ITEMS TO ASSIST THIS ROLL.

IF SIR ROGER IS USING HIS BLACK SWORD ◆ 251
IF HE IS USING HIS TURKISH MACE ◆ 177

The men carefully walk the log bridge across the gorge. There are six in all, but they nearly become five when the last man slips on a patch of moss and loses his balance. In a dramatic flurry of whirling arms and legs another forester catches the clumsy man before he can fall and hauls him to safety. The others laugh and continue on their way, leaving you to breathe again. But before you start off for Harold's Tree, you stop to retrieve something dropped unnoticed by the forester who almost fell. It is a leather pouch, well worn and oily smooth, and drawn tight by silken strings. You look inside. With a crackle, you draw out a parchment note written in a crude hand:



*This day culle
Six Hindes
Two Stagges and
Two Bucks in theyre first yere
On the Bishop's demesne.
by Order.* G

ADD PARCHMENT NOTE TO YOUR SPECIAL POSSESSIONS.

◆ 126

234

You leap into the fray, grab the men by their arms and try to separate them. They're not as drunk as they look, though, and they turn on you. One of them, a bearded fellow, grabs your legs. The other tries to butt you in the stomach with his bald pate. You must fight them both at once.

BEARDED ROWDY:

COMBAT SKILL = 5

BALD ROWDY:

COMBAT SKILL = 4

YOU FIGHT AT -2 TO
YOUR ABILITY SCORE
AS YOU CANNOT USE
ALBION.

IF YOU OVERCOME OR
SCORE 2 ARM WOUNDS
ON BOTH MEN WITHIN 5
ROUNDS ◆ 104

IF YOU ARE OVERCOME
WITHIN 5 ROUNDS ◆ 389

IF THE FIGHT LASTS
MORE THAN 5 ROUNDS

◆ 252



235

At this end of the pavilion is a curtain on which hangs a small mace, the symbol of the beadle. This must be Haldane's chosen corner. Within the section is a paliasse of straw and a number of furs — obviously Haldane enjoys a comfortable life. Then you hear voices approaching outside and realize that you must simply grab something and leave immediately by ducking under the side flaps. You look round and spy a flat leather case, burnished and polished, and an embroidered surcoat stitched with an oak-leaf design.

WHICH ITEM DO YOU TAKE:

THE POLISHED LEATHER BOX? ♦ 381

THE OAK-LEAF SURCOAT? ♦ 148

236

Dressed in the rough outfit of a serving-man, you walk slowly along the passages of the castle. *Keep your head down and out of everyone's view*, you think to yourself. *No one looks at servants that carefully.*

Your hopes are borne out, and you reach the courtyard with no problems. The morning air is fresh and traces of a dewy mist linger as you cross to the gatehouse. A few more steps and you'll be free!

But the gate guards are more attentive than the other inhabitants of Nottingham Castle, even this early in the morning, and might require an explanation for your early departure. You approach as nonchalantly as you can.

MAKE A DISGUISE ROLL. IF THIS SYMBOL # IS MARKED ON YOUR SPECIAL POSSESSIONS LIST, SUBTRACT 4 FROM YOUR ABILITY SCORE:

3 OR LESS ♦ 159

4 OR MORE ♦ 25

237

Clim rides off and up to a guardsman near the gate. You are intent on watching him, and are surprised by a harsh voice suddenly speaking behind you: 'Well, well. And what're you doing here, then, eh?'

DO YOU:

DRAW ALBION AND ATTACK THE SPEAKER?

◆ 247

TURN TO FACE HIM? ◆ 155

238

'What Templar? What sword?' he roars. 'You've called me away from my work to ask me worthless questions. Pah! I ought to use your bones for burnish and your blood for temper! If you have naught of interest to me, begone!'

DO YOU:

HURRY OFF, MAKING YOUR WAY BACK TO SHERWOOD? ◆ 166

UNSHED THE ALBION? ◆ 342

OFFER WAYLAND A BAG OF SILVER, IF YOU HAVE ONE? ◆ 364

239

The courtyard is busy, noisy and somewhat smelly. A number of horses and carts are pulled over against one wall, while their loads of sundry goods for the castle are inspected by the Sheriff's officials. Piles of straw and manure are littered about. A few soldiers slouch around; one is helping a messenger mount a fine roan horse.

No one takes any notice as you pause beside a carved stone trough and quickly survey your options. To one side of the courtyard are the stables, darkly shadowed, with plenty of hiding-places. Next to the stables are the servants' quarters and the household

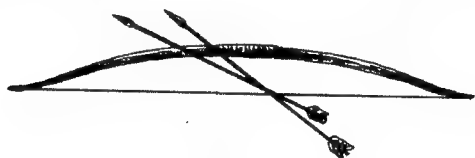
end of the castle's buildings – somewhere you might find a friend. Just to your left rise the imposing structures of the great hall and the old keep, now furnished as apartments for the Sheriff's guests and officials.

DO YOU:

TAKE THE STONE STAIRS TO THE GREAT HALL
AND OLD KEEP? ♦ 94

INVESTIGATE THE STABLES? ♦ 151

CROSS THE COURTYARD AND FOLLOW A SER-
VANT? ♦ 370



Before you can utter a word another voice calls out: 'I've got something to say, William.' You recognize the voice as that of Clim of the Cleugh. He strides from the tree behind which he had been hidden from your sight. He must have been involved in this ambush. 'You fell foul of the law once yourself,' Clim continues. 'Then you were given a chance.'

'Through my own guile . . .' Cloudesley protests.

'And because the Queen took a shine to your handsome face!' Clim interrupts.

Cloudesley laughs. 'Ah, but it was my skill that carried the day and saved all our necks.'

'Then why not give this wolfshead a last chance as we had? Set him the same task the King set you.'

Cloudesley rubs his chin thoughtfully. Then he smiles and says, 'Aye, it would be appropriate.'

He quickly gives instructions to his men, who drag Much off to a tree well over a hundred yards distant. One of them places an apple on Much's head and they all hurry back. Your bow is then returned to you and your hands freed.

'Bernard, an arrow,' says Cloudesley. A forester hands you a single arrow. 'Here's your chance, wolfs-head. Shoot the apple clean through and you go free. Touch one hair of your companion's head, mind, and you hang!'

IF YOU ATTEMPT THE SHOT, MAKE A RANGED COMBAT ROLL:

-4 OR LESS ♦ 134

-3 TO 0 ♦ 257

+1 OR MORE ♦ 385

IF YOU SHOOT AT CLOUDESLEY INSTEAD ♦ 97

241

You decide to return to your main camp deep in Sherwood Forest, the better to collect your thoughts and plan your next move. Events have moved so rapidly that little seems clear to you. To rest a while in peace and security will hopefully resolve many disquieting thoughts.



IF YOU HAVE LEAD WEIGHTS, THE SYMBOL # OR HIDING-PLACE ON YOUR LIST OF SPECIAL POSSESSIONS, DELETE THEM NOW. YOU MAY ALSO RECLAIM ANY ITEMS YOU LEFT WITH YOUR COMPANIONS.

♦ 138

242

The guards seize you, one grabbing you suddenly from behind, the other punching the shaft of his spear into your stomach.

'Ha!' cries the first. 'We've got a right one here.'

'Just who do you think you are, vagabond?' says the second. He throws you to the ground and kicks you for good measure. Then he says:

'Now be off with you until you've a civil manner and the proper respect for the shire's authority.'

With so many other guards around you dare not attack these two – though you would dearly love to. You rejoin your friends and head off through the trees, avoiding the camp.

TAKE A WOUND TO THE BODY.

◆ 198

The foresters quickly spot your eyrie, take cover and unsling their short bows. You don't want to get pinned down here. You must make a break immediately or be captured!

You swing around the trunk and drop on to a shelf, which projects from the cliff and is screened by a wall of fading greenery. It is wide enough to scamper along faster than the foresters can follow, but breaks in the cover enable two of them get a shot at you.

MAKE A RANGED COMBAT ROLL FOR EACH OF THEM.

FORESTERS:

RANGED COMBAT SKILL = 6

RANGE NUMBER:

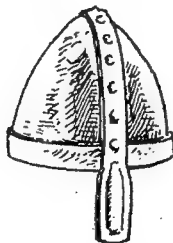
FIRST SHOT = 6

SECOND SHOT = 8

After these attacks, you are out of their range and free in the forest once more.

IF YOU WERE OVERCOME BY THE SHOTS ◆ 38

IF NOT ◆ 126



244

Before the alarm can spread further, you drop the wooden ladder into the pit and tell the others to climb up. But only Clim and Baldric come, the other prisoners being too dazed and frightened to take this precious chance of freedom. While your friends are clambering up the ladder, you find all your belongings, stashed under a table. You realize that the alarm has been raised only when Clim's watchfulness saves you from a guard who comes charging murderously through the archway. He drops like a felled ox under Clim's blow.

'There's plenty more where he came from,' warns Clim. 'We'd better get going.'

'No,' says Baldric. 'I can't fight like you. I'd only be a hindrance.' He looks at you with a mixture of envy and admiration. 'It'll be best if I were to stay here and make myself scarce. Won't be too long before I can get out, I reckon. They'll be too busy looking for you.'

Clim urges you on, but you pause to thank Baldric and promise to seek him out as soon as you can. Out in the corridor you realize that with the Sheriff's men aroused to an enemy within the castle there is no way you can get out of the main gate. The sound of footsteps rings towards you and, tugging desperately, Clim drags you up a spiral stair.

IF YOU WANT TO SPEND A POINT OF POWER ♦ 175
IF NOT ♦ 286

245

Baldric leaves with the prebendary's servant Bryn. The interruption has broken the happier mood of the early evening, so you decide to turn in. Your companions follow, except Much who stays talking to Baldric's daughter by the embers of the fire.

The next day dawns and you breakfast on flapjack



and cider. There is no sign of Baldric returning, but you are equally worried about time passing and the chance that the Bishop will sell the estates before you can do anything about it.

DO YOU:

PAY A VISIT TO FATHER LOSOARD ♦ 101

GO OFF TO SCROBY TO SEE THE BISHOP ♦ 265

WAIT HERE FOR NEWS ♦ 170

246

After some time, you decide to leave your hiding-place and try exploring in your disguise. You take a box to carry, so that it looks as though you're doing something, and you cautiously leave the store and shut the door. Thankfully, the door still appears locked.

You wander along a few passages and up and down staircases, passing other servants and a guard or two, but no one gives you a second glance. Soon you pass through an old door along a narrow passageway, which looks seldom used. You realize that it leads to a gallery overlooking the great hall, but before you reach it a figure appears down the passage. It is one of the Sheriff's stewards! You try to ease past him unnoticed, but he fixes you with an eagle-eyed glance and says, 'I say! What are you doing up here?'

Now you must try to talk your way out of this predicament.

MAKE A DISGUISE ROLL:

0 OR LESS ♦ 162

1 OR MORE ♦ 73



247

Behind you is a town guardsman; two more stand in the road. The man who spoke is taken aback by your sudden strike.

TOWN GUARD:

COMBAT SKILL = 4

YOU MAY HAVE ONE FREE STRIKE. BECAUSE YOUR BLOW IS SO SWIFT, ADD 2 TO YOUR COMBAT SKILL FOR THIS STRIKE. THEN FIGHT TWO MORE ROUNDS.



IF YOU HAVE OVERCOME THE GUARD ♦ 23

IF HE HAS OVERCOME YOU ♦ 290

IF YOU ARE STILL FIGHTING ♦ 172

248

When you burst into the room, the four occupants look up in surprise. Three of the men wear clerical vestments – the Bishop's servant in black, His Excellency in rich red and a monk of some sort in a white habit. The fourth is dressed in everyday clothing and brandishes a roll of parchment under the Bishop's nose. This must be the Sheriff's agent!

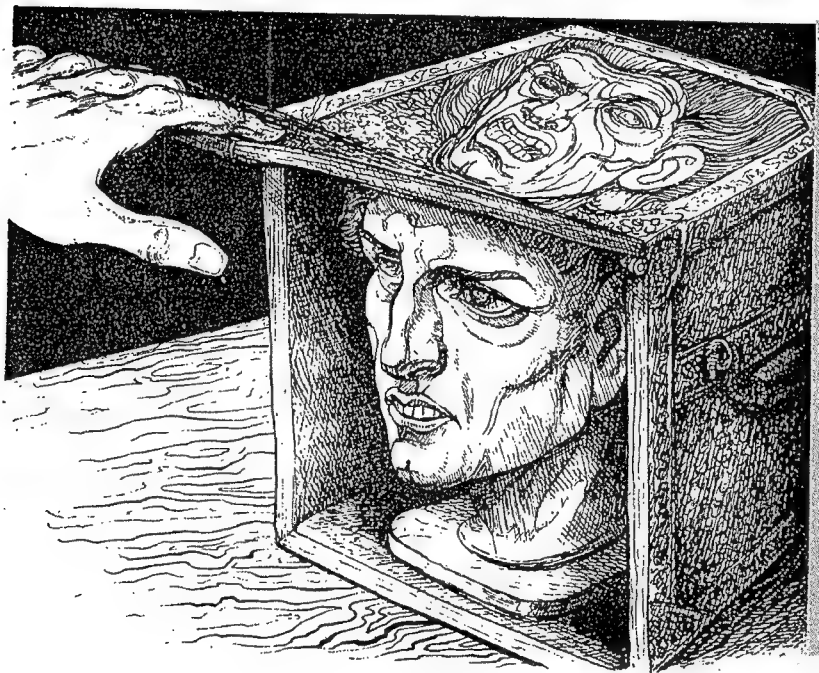
He turns back to Bishop Herbert. 'Who is this intruder?' he demands.

You reply before the Bishop can speak and say that he will never get the village of Gatham for his master. The man spits and eyes you, then places his hand on his sword-hilt and says, 'We'll settle this outside, then. I'll be back to finish my business here.'

You cautiously back down the stairs into the road outside. The man follows, a mocking gleam in his eyes. 'You don't think you'll get away with this, peasant?' he sneers. Then you both draw your swords and close.

◆ I4

The box front swings open to reveal a marvel of the silversmith's art. It is a perfect replica of a human head, with beaten silver forming soft strands of long, wavy hair, a strong aquiline nose, a shapely chin and delicately moulded ears. Carved pieces of turquoise are set glinting in the eyes and its golden lips are parted to reveal a row of ivory teeth. The head is mounted on a graceful neck fixed to a solid plate of velvet-cushioned silver. Such an object, so beautiful and so richly wrought, must be worth a fortune, but there is no way you could steal it, nor even sell it if you should.



Then a noise attracts your attention — footfalls in the corridor. You hurriedly start to shut the casket, prior to concealing yourself. Then you look, stunned, at the head. Its eyes appear to narrow intently and the mouth moves; the face creases into a mask of hatred. A wave of malice is carried in the words it utters: 'This time you die, Hooded Man.'

Then you slam the case shut and squeeze behind the door just before it is opened.

IF YOU WANT TO SPEND A POINT OF POWER ♦ 64
IF NOT ♦ 293



You manage to evade your pursuers and, after a short wait to make certain that they're not on your trail, you set off to find the others. It doesn't take long before you come across them.

IF YOU ESCAPED ON A HORSE, YOU MAY ADD IT
TO YOUR USUAL POSSESSIONS, IF YOU DON'T
ALREADY HAVE ONE.

♦ 258

251

Your opponent has his sword ready as you charge him. For a single moment before you lock blades, you stare into his cold blue eyes. He has the detachment of the true fanatic — one dedicated to your destruction.

SIR ROGER OF LED-
BURY:

COMBAT SKILL = 12

USE THE OPPONENT'S
SKILL COLUMN HEADED
'10' FOR SIR ROGER UN-
TIL HIS COMBAT SKILL
IS REDUCED BELOW 10.

IF SIR ROGER OVER-
COMES YOU WITHIN 6
ROUNDS ♦ 163

IF YOU OVERCOME SIR
ROGER WITHIN 6
ROUNDS ♦ 67

IF THE FIGHT LASTS
MORE THAN 6 ROUNDS

♦ 339



252



There is a yell and the huge innkeeper charges into the room wielding a broom the size of a hay rake. She lashes it around furiously and the rough-and-tumble quickly gives way.

'Out! Out of my inn!' she bellows, making great swipes with her broom. The bundle of twigs smacks into the side of your head and you decide to get outside quickly. You and your friends discuss what to do next. You talk for a while before the innkeeper hails you. She's happy to serve customers again now the fighting's over, and your friends are eager to take her

up on the offer. They slip back into the smoke-filled room, leaving you to discuss matters with Clim. He says he'll help if you want to get into Nottingham unchallenged; otherwise he'll happily join the others for another pint or two.

DO YOU:

SET OFF TO NOTTINGHAM WITH CLIM TO FIND
OUT MORE ABOUT THE TEMPLAR? ♦ 61
WANDER INTO SHERWOOD TO SEEK ADVICE
FROM HERNE? ♦ 195

253

The mighty figure falls to the ground with a crash like thunder, his huge club falling from his grasp. You go over to examine him, wondering how such a monstrous person can live so near to Sherwood without rumour of him having reached you. As you bend over him, his eyes open! You step back in surprise, but not quickly enough. He grasps your hand, throws back his head and laughs, a terrible laugh which echoes round the valley.

'You fight well, little hooded man,' he says. Then he jumps to his feet, picks up his club and is off, leaping and jumping up the hillside. You look down at the hand he gripped and find there the symbol of a wheel.

ALL THE WOUNDS YOU TOOK IN THE FIGHT
WITH THE GIANT HEAL IMMEDIATELY. ADD ONE
POINT TO YOUR HAND-TO-HAND COMBAT ABIL-
ITY SCORE, UNLESS YOUR SCORE IS 10, IN
WHICH CASE GAIN A POINT OF POWER.

IF YOU BEAR THE MARKS OF THE SERPENT AND
THE HORSE ♦ 74

IF NOT:

IF YOU HAVE A HORSE, YOU MAY SPUR IT ON

♦ 74

IF YOU DO NOT HAVE A HORSE, OR CHOOSE
NOT TO SPUR IT ON:

IF YOU BEAR JUST THE MARK OF THE SER-
PENT ♦ 13

OTHERWISE ♦ 32

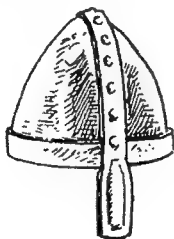
254

You leave your hiding-place and fall in behind a steward, assuming a typical servant's manner. As you are going along a corridor he suddenly turns on you.

'What *are* you doing?' he snaps. 'There's work to be done, y'know. Get along to the kitchen yard and help bring in the wood that's just arrived.' The man peers at you and you realize that the old fool is short-sighted and doesn't know who you are. As you turn to go through a door, he stops you:

'No, no! Not that way. You young tikes are always trying to sneak through that short cut and use the great hall's gallery like a thoroughfare. One day the Sheriff'll catch you, then you'll be for it.'

♦ 162



255

You can offer Baldric and the people of Gatham a new hope. You tell them of the Sheriff's machinations and schemes, and how he plans to force the Bishop of Carlisle into selling the manor. The Sheriff's agent Ingran will be travelling to the Bishop with a document showing his guilt in some fraud of many years past. Bishop Herbert will have no choice but to fall in with the Sheriff's plans – unless you can stop him.

'Well,' says Baldric, 'the Bishop's at Scroby at the moment. That's not above a half-day's travel east and north of here, just beyond Sherwood Forest.'

DO YOU:

HEAD FOR THE BISHOP'S RESIDENCE AT
SCROBY? ♦ 137

PAY A VISIT TO LOSOARD, HIS PREBENDARY?
♦ 332

SPEND A POINT OF POWER? ♦ 20

256

Your attempt to hide is frustrated by a lack of cover. You must either flee and leave Herne or turn to face whoever is coming.

DO YOU:

TURN TO FACE THE INTRUDERS? ♦ 149

FLEE, LEAVING HERNE? ♦ 316

257

No one breaks the silence, while you draw back the bowstring and take aim. Then the arrow is in sudden motion, flying up high and then plummeting down towards Much. A gasp rises from the foresters when they realize that you have indeed struck the apple, but Cloudesley sends two of them off to examine the target.

The men soon come back, prodding your companion in front of them. One has the apple in one hand and the arrow in the other, and hands them both to Cloudesley. He cannot deny the remarkable shot, for a slice has been torn from the top of the apple, and its white flesh shows clearly. He grunts.

'When *I* made this shot, I clove the apple clean in twain,' he says.

'Ah, but that was at not such a distance as this shot,' answers his one-time comrade. Even the normally

unflappable Clim marvels at the shot you have made. 'And has he not done as you asked?'

Cloudesley considers briefly. 'No,' he says. 'The apple is not shot clean through – this is but a glancing blow.'

Your jaw drops at these fateful words, on which so much hangs. Outraged, you challenge him, and Clim's voice joins yours in demanding justice. Even some of Cloudesley's men murmur with discontent.

'Very well. I give you one last chance – to fight for your life.' Cloudesley draws his sword and retrieves Albion from the pile of weapons confiscated earlier. As you go to take it, his foot lashes out and sends you sprawling.

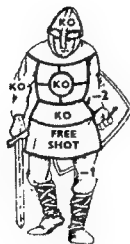
WILLIAM OF CLOUDESLEY:

COMBAT SKILL = 9

YOU START THE FIGHT WITH A KNOCK-BACK RESULT AGAINST YOU; REDUCE YOUR ABILITY SCORE BY 2 FOR THE FIRST ROUND.

IF WILLIAM OVERCOMES YOU ♦ 400

IF YOU OVERCOME WILLIAM ♦ 196



When you return to your camp, you find someone waiting for you. It is the villager whose mother Tuck went to help. He has ill tidings for you:

'Brother Tuck has been captured by foresters. It was soon after he left our farm. I think they've taken him to St Mary's Abbey.'

You thank him for the news, tell him that there's nothing more he can do and send him on his way. He is glad to leave this area of Sherwood Forest beyond Evil Mere, which many believe is haunted.

You discuss the news with your friends. It is generally agreed that you must rescue Tuck, but you can't agree on how to do it. St Mary's is by no means as impregnable as Nottingham Castle, but you can still be certain that Tuck will be well guarded. The only way to free him will be by guile and stealth. Little John argues with you:

'I reckon I know a way, aye, and the best way to get him out. Me and Nas could do it, just the two of us. Any more and they'd be too suspicious of us.' John sounds confident, but refuses to tell you more about the plan.

DO YOU:

AGREE TO LET JOHN AND NASIR TRY TO RESCUE TUCK? ♦ 184

SET ABOUT RESCUING HIM YOURSELF? ♦ 70

259

You remember the name of Clim of the Cleugh. He was one of the leaders of an outlaw band in Inglewood some years ago. But now he has forsworn his villainy and entered the service of the King.

He has no money, and is cheerful enough, so you invite him back to your camp for a meal. Over a tankard of ale you discuss what to do next.

ADD CLIM TO YOUR LIST OF COMPANIONS.

♦ 329

260

You find the spiral stair easily enough, but just as you are stepping out from the stairwell, you spy a guard walking around the corner to your left. You must hide

quickly! The closest place to hand is an open doorway to an unlit room. Opposite this room is another, with the banner of a Knight Templar hung on the door – the same banner as that of the knight you encountered earlier in Sherwood.

MAKE A STEALTH ROLL:

1 OR LESS ♦ 52

2 OR MORE ♦ 327

261

‘I know the fate of all that I have made. The black sword is Elidor, one of the Seven Swords. For Godda I forged him, that she might choose a hero – just as you were chosen by Herne to become his son. Edric Wild bore Elidor all his life and it was buried beside him.

‘Then came Morgwyn of Ravenscar, seeking to use the Power of my swords to summon Lucifer. All but



Albion were cast into the pit, to be destroyed — or so it was thought. Yet my craft cannot be undone by fire alone and the swords endured. One skilled in sorcery bound a denizen of that infernal region who carried forth Elidor, blackened but still whole.

‘I know not who this sorcerer was — his name is hidden from me. But the man who wields Elidor is a lineal descendant of Edric Wild and true of heart. This must be, or the sword would not accept him. But a man who is true of heart may still be deceived.

‘You must defeat Elidor and his wielder. I can give you advice freely. I can also give you aid, but do not accept my aid lightly, for it is not without cost.’

DO YOU:

ASK FOR ADVICE ALONE? ♦ 27

ASK FOR ADVICE AND AID? ♦ 125

262

Your strident tone appears only to annoy the clerk. He glares at you, but you stare back and repeat your demand.

‘I said, the Sheriff is not available,’ he retorts. ‘He has important business to attend to. You will *have* to wait.’ The clerk looks down at his vellum and ignores you. Frustrated, yet hoping he will continue to ignore you while you look around, you approach a large pair of doors, which are slightly ajar.

When you peer through the crack, you see the castle’s great hall. Tables are pushed back against the walls and a small troop of guards is being harangued by Gisburne. As you watch, the Sheriff himself comes into view and makes a remark to Sir Guy. You can’t quite hear what passes between them but you catch the words ‘bandits’ and ‘incompetent’, and the steward winces when the Sheriff strikes him with a gloved hand.

The Sheriff's antics engross you and you fail to notice a soldier approaching the door until he flings it open in your face. The blow knocks you back, dislodges your helmet and makes you yelp with shocked surprise. As if in a nightmare, you see Gisburne look up to see what the commotion is. He instantly recognizes you and gapes; then the Sheriff sees you as well and screeches:

'What in Heaven's name is going on here? Seize that man! Gisburne!'

You pull the doors closed and look wildly around for somewhere to escape to; the clerk cowers behind his desk. You quickly draw Albion and lay him out with the flat of the blade before the guards get through the doors.

DO YOU:

RUN UP THE SPIRAL STAIR BY THE CLERK'S
DESK? ♦ 183

GO BACK OUT INTO THE COURTYARD? ♦ 80

DIVE INTO THE WAITING-ROOM? ♦ 338

You push east through the clammy forest towards the ancient ring of graven stones where the Templar knight holds Herne. The light dwindles as the afternoon passes and the grey clouds overhead grow thicker. Cold winds blow through the upper branches of the trees and toss pale, wet leaves to the ground. Eventually the trees thin out and you pass over rougher ground towards a low hill. There on the top stand the Nine Maidens.

IF YOU ARE ALONE ♦ 16

IF YOU ARE WITH YOUR COMPANIONS ♦ 132



264

Clim is still woozy and not completely with it. However, he is very glad to see you and you soon fall to discussing how to get out. Clim has a knife concealed in his boot, and you are quick to seize upon it as the basis for a plan to escape.

'If I could get on your shoulders,' you say to Clim, 'I could attract the guards over here and get them.'

DO YOU:

TRY TO PUT THIS PLAN INTO OPERATION? ♦ 40

WAIT AND SEE WHAT ELSE HAPPENS? ♦ 301

265

The Bishop's residence stands high and grey in the morning light, its stone roof and walls dappled and lichen-spotted with age. The steps up to its recessed doorway are worn and narrow. You ascend them and pound on the wooden door.

It is soon opened by the Bishop's servant, who is dressed in rough black robes. When you demand to see the Bishop, he lets you in to an ante-chamber and asks you to wait.

'His Excellency is already with someone, I'm afraid,' he says. 'He has important business with the Sheriff of Nottingham, I understand.' The man shuffles out through a narrow door. There is a larger, decorated door which obviously leads to the main room of the grange.

IF YOU HAVE THE GOLD PIN ♦ 110

IF NOT, DO YOU:

WAIT TO SEE THE BISHOP? ♦ 388

BURST THROUGH THE DOOR? ♦ 248

266

You stride forward on your journey, uncertain of where it will take you or what perils you will face on

your way. You must simply trust Herne to guide you. You travel many miles before you reach the forest's edge. Ahead of you is an unfamiliar range of hills, so you hurry to reach them before sundown.

You find a sheltered dell and prepare to make your solitary camp. You munch on some wheaten biscuits, then settle down to snatch some much needed sleep. You dream vividly, but when you awaken you can remember nothing but the sound which woke you. It is faint and far away, but you can still just hear it – it is the baying of hounds! Although you have no idea whose they are, you sense that it is your scent they are following. You must press on!

You are not certain which way to go. After striking camp, you climb the hillside and see a valley beneath you. The ridge of hills continues round both to the left and the right.

DO YOU:

CONTINUE ALONG THE HILLSIDE TO THE LEFT? ♦ 371

WALK DOWN INTO THE VALLEY? ♦ 13

CONTINUE ALONG THE HILLSIDE TO THE RIGHT? ♦ 32

IF YOU HAVE THE WHITE ARROW, YOU MAY SPEND A POINT OF POWER ♦ 130

The newcomer laughs uproariously at your tales and congratulates you on your guile.

'I too was an outlaw,' he finally explains. 'You may have heard of me – William of Cloudesley. With Clim here and Adam Bell, I was the most wanted man in the north country. Inglewood was ours and nowhere was safe from us – not even Carlisle. I've got tales to cap yours, but now I must be on my way: I have business to attend to. I'm sure Clim here will tell you. Hey, Clim,

have you told them of the time I took to shooting apples?’

Clim laughs and waves his hand. William continues: ‘I’ll see you in Nottingham, Clim. And I’m sure I’ll bump into you again, Robin. Please accept this as a token, a pledge that we will meet.’ Cloudesley hands you a well-made green gauntlet.

You bid him goodbye, then call out to the alewife. After ordering another round of drinks, you resume your conversation with Clim. When the woman brings more beer and milk, you find that the drink is beginning to go to your head.

ADD THE GREEN GAGE TO YOUR SPECIAL POSSESSIONS.

YOU ARE DRUNK. ALL YOUR ABILITY SCORES ARE AT -1 UNTIL YOU RECOVER. NOTE THIS ON YOUR CHARACTER SHEET. YOU MAY RECOVER BY MAKING AN EXTRA ROLL WHEN YOU SEE THE HEALING SYMBOL AND ‘HEALING’ 2 OR MORE WOUNDS. THE EXTRA ROLL ONLY AFFECTS WHETHER OR NOT YOU REMAIN DRUNK!

◆ 280



The stall-holder is understandably annoyed when you crash from the sky and send his jugs and flagons scattering across the market-place. He picks up a heavy mug to lay about you. You must get him out of your way quickly, to avoid attracting the attention of the guards.

ALE-SELLER:

COMBAT SKILL = 3

IF YOU OVERCOME HIM
WITHIN 4 ROUNDS ♦ 159

IF THE ALE-SELLER
OVERCOMES YOU ♦ 281

IF THE FIGHT LASTS
MORE THAN 4 ROUNDS

♦ 207



You have no idea who is approaching, but Herne seems convinced that they mean you no good. You are without friends and have to protect Herne's servant.

DO YOU:

TELL HERNE TO CONCEAL HIMSELF WHILE
YOU PREPARE TO MEET THE INTRUDERS?

♦ 149

CONCEAL YOURSELF AS WELL? ♦ 256

With your companions, you tread cautiously after the strange band. They head south along faint trails and soon your path takes you back towards Sherwood Forest. The bad weather makes you lose sight of the horsemen close to the edge of the forest. You will have to try to pick up their trail.

MAKE A WOODCRAFT ROLL. IF NASIR IS WITH YOU HE CAN USE HIS ABILITY SCORE OF 10:

-1 OR LESS ♦ 145

0 OR MORE ♦ 88

271

Clim has no money and seems quite upset when you treat him so roughly. 'I had heard better of you,' he says dolefully. You slap his horse on the rump and it canters off into the distance, Clim hog-tied across its back. He keeps his eyes firmly fixed on you until the horse rounds a curve in the road.

You survey your spoils. You took Clim's mail and livery, and discovered a spare tunic and helm in his baggage. King's livery is always a useful thing to have - not for nothing are you and your companions known as masters of disguise.

The encounter with the Templar and his strange sword preys on your mind while you return to camp. A chill runs through you, though the air is fresh and warm. You vividly recall the knight's extraordinary dexterity, and something convinces you that your paths will cross again.

ADD CLIM'S MAIL TO YOUR LIST OF POSSESSIONS.

DO YOU:

SET OFF ON YOUR OWN IN PURSUIT OF THE KNIGHT? ♦ 140

SEEK ADVICE FROM HERNE THE HUNTER? ♦ 18

272

The westward journey to Rufford takes you across country and your companions get rather mutinous at this detour. When you pause to rest, Will comes up to you and asks, 'Just why are we going to this abbey,

Robin? I thought we'd agreed the only thing monks was good for was robbing.'

Unless you can come up with a good explanation, your companions will persuade you to abandon this side-tracking.

DO YOU:

HAVE GOOD ENOUGH REASON TO GO TO RUFFORD? ♦ 37

CHANGE YOUR PATH AND GO NORTH TO GATHAM? ♦ 41

273

The sergeant is more awake than he seemed. He suddenly cries out: 'Robin Hood! Seize him!' Before you can react, a ring of steel surrounds you. Clim has managed to slip away, but you must either surrender to the sergeant or perish beneath the swords of his men. Reluctantly, you dismount, and are bound and dragged through the streets to Nottingham Castle.

♦ 56



274

The book is called *Receipts for the Pressing of Divers Fruits and the Concoction of Wines and Liquors*. Although interesting, it is of little use in your present quest. The book was written by the brothers of Rufford Abbey; as you idly leaf through it, it falls open where a loose sheet has been inserted.

The sheet is very much out of place. Written in a bolder hand, signed and sealed at the bottom, it is a will – the will of one Baron Alan de Bracy. It is witnessed by the Abbot of Rufford, who is the principal beneficiary. You look again when you see the abbot's name, Herbert. Surely this is no coincidence –

it is this will which the Sheriff's agent, Ingran, was taking to Herbert, now Bishop of Carlisle. Something in this ancient will has lain the Bishop open to coercion.

You tuck the will away and with a much happier heart steal back through the forest to where your friends wait.

ADD BISHOP'S WILL TO YOUR SPECIAL POSSESSIONS.

◆ 113

275

As Clim is climbing out of the pit, he clasps his side in pain, cries out and slips back into the cell with a thud. Before you can see to him, the shadow of a guard looms overhead.

◆ 157

276

'I do not know . . .' Sir Roger starts to answer, but seems struck by a sudden thought. When he speaks again, his voice is firm and strangely altered:

'I am descended from Lord Edric Wild . . . and Lady Godda.'

He pauses, and you tell him that Edric Wild was a champion of the English, who served the same Power as yourself. He looks doubtful.

IF YOU TRY TO PERSUADE HIM TO ABANDON HIS PLAN, MAKE A CHARM ROLL:

-1 OR LESS ◆ 115

0 OR MORE ◆ 298

IF YOU ASK HIM ANOTHER QUESTION, WHAT WILL IT BE:

'WHOM DO YOU SERVE?' ◆ 122

'WHERE HAS YOUR SWORD COME FROM?' ◆ 366

'WHY DO YOU SEEK TO DESTROY HERNE?' ◆ 34

The staircase spirals round and emerges on to a passage on the first floor. You pass a number of doors and see that these are the chambers of some of the Sheriff's officials. At the end of the corridor, a few steps lead up to an even older stone passage — part of the old keep where the guest apartments must be.

Suddenly, from below, you hear raised voices and a guard calling out the alarm. You have been discovered! Through an unshuttered window you can see soldiers milling about in the courtyard and the gates being shut. Guards are being ordered to search the buildings. You must hide, and swiftly. Just then, you have to dodge into an alcove to avoid the man emerging from a room further along. You realize that he is just a servant carrying a load of dirty platters and you see him go down a narrow stair.

MARK THIS SYMBOL # ON YOUR SPECIAL POSSESSIONS LIST, IF YOU HAVE NOT ALREADY DONE SO.

DO YOU:

FOLLOW THE SERVANT? ♦ 370

INVESTIGATE THE GUEST APARTMENTS OF THE OLD KEEP? ♦ 3

You empty your quiver of arrows and stick them into the springy turf in a line. There are more hounds than you have arrows, so you must make each one count.

You draw Albion and stick it into the ground beside the arrows. Then you wait.

As the pack of hounds approaches, you see the extent of your peril. Not only are there many dogs, but each is the size of a pony, with huge red eyes that stand out even at this distance. You notch an arrow to your bowstring and prepare the first shot.

The bowstring sings. The arrow arches high into the sky and down among the bounding forms. One of the hounds goes down, but the others, undeterred, press on.

Again and again your bowstring twangs and with each shot a hound falls, pierced through neck or haunch or skull. Yet, when no more arrows remain, there are still a dozen slavering, red-eyed dogs, and they are almost upon you.

You hurl down the bow and take up Albion, twirling it so light flashes from its magic blade. A moment later the first hound is upon you, then all is red and black, energy and motion. You fight as never before, your heart near bursting with exertion. Finally, only one hound remains. You are bleeding and dizzy with shock; the grass is slick underfoot. *Just one more*, you say to yourself in a weary daze. Then you stagger and the hound leaps. You see frothing jaws descending on you, then . . . nothing.

◆ 400

You and your band search for a good spot to lie in wait for travellers. Before long, you come across a place where the road runs down into a narrow defile. You hide yourselves behind the trees at the top of the bank on either side of the road.

On this bright autumn afternoon the forest is alive with familiar noises. Through long hours of patient waiting you have learned to recognize its sounds and you amuse yourself now by identifying the rat-tat-tat of a woodpecker and the rustle and scratch of what might be a polecat.

You have not long to wait on this occasion. Down the road from Nottingham trots a donkey. On its back sits a sallow, thin-faced man, habited in the robes of a priest. He seems very nervous and twice reaches round

to finger the leather sack tied across the rump of his beast. You have seen his sort many times before — he looks like rich pickings!

DO YOU:

GIVE THE SIGNAL FOR THE BAND TO LEAP OUT
ON THE PRIEST? ♦ 141

ACCOST THE MAN ON YOUR OWN? ♦ 2

LET HIM PASS WITHOUT REVEALING YOUR-
SELVES? ♦ 217

Clim is in the middle of a complicated tale concerning the Mayor of Carlisle's daughter when there is a sudden crash and a roar from the far end of the room.



Peering through the gloom, you can see two men wrestling drunkenly with each other. The other occupants of the tavern are doing their best to shrink back into the shadows.

DO YOU:

WADE IN AND TRY TO BREAK UP THE FIGHT?

◆ 234

SIT BACK AND LET THEM HAVE THEIR FUN?

◆ 361

DRAW ALBION AND USE YOUR INFLUENCE TO

TRY TO STOP THE BRAWL? ◆ 118

281

You collapse to the ground. When you come to, a pox-faced guard is slapping your face, while another binds your wrists. You are dragged to the dark, smelly dungeon beneath the gatehouse and left to contemplate a bleak future.

◆ 56

282

The sun's rays glance off Albion's untarnished blade; their brightness dazzles you and your opponent. His swing cleaves the air above your scalp, and you seize the advantage. There is a flurry of blows: swing, parry, lunge, block — each attack perfectly countered, your skills perfectly matched.

There is a pause in the battle; both of you rest to draw breath. You face each other, a few paces apart.

'You fight well, rascal,' says the knight. 'Well enough to escape with your life this time. In the future I shall not be so charitable. I swear by my sword that we shall meet again — and then the victory shall be mine, and God's!'

He runs lightly to his horse, vaults into the saddle and is off down the road before you can stop him or retrieve your bow.

Behind you the men-at-arms lie in heaps on the ground, while Scarlet has his sword at the sergeant's throat. Your friends have been busy.

The sergeant seems remarkably at ease, and hasn't even drawn his sword.

'Greetings, Robin,' he says calmly. 'I'm Clim - Clim of the Cleugh, I used to be called.'

♦ 26

283

Some hours later, you realize that your friends must be missing you. Not wanting to make them any more anxious, you reluctantly take your leave of Denis and creep through the dusk to where your companions are encamped. They are already preparing a meal and you have to fence off some awkward questions about your delay in returning.

You eat and turn in for the night, planning an early rise next morning. At dawn you follow woodland trails north around the toll-post to Scroby. By mid-morning you find the large village with its tall-spired Norman church and stone Bishop's residence.

♦ 265

284

You search for a way out of this mess, and glimpse a stairway going up. This has to be your best option, for surely no one would guess that you would escape upwards.

The stair spirals up and there are no signs of pursuit yet. Outside you catch glimpses through slit windows of guards in the courtyard and of the gates closing. Now you're trapped inside the castle and in real need of somewhere to hide.

Eventually the staircase opens on to a passage. The walls here are built of thicker, older stone and you

realize that you are in the old keep, where the Sheriff's guests and officials are lodged.

MARK THIS SYMBOL # ON YOUR SPECIAL POSSESSIONS LIST, IF YOU HAVE NOT ALREADY DONE SO.

◆ 3

285

You are shown into a gloomy room hung with fading draperies and set about with battered furniture. A fire provides some warmth as you wait for Father Losoard to arrive.

He turns out to be a middle-aged man of fairly nondescript appearance. He wears a dishevelled robe drawn together by a slightly stained belt, and his head is covered by a peculiar bright blue cap.



You explain that you have come as a friend of the villagers, to try to stop the Bishop letting the Sheriff acquire this estate.

'I couldn't agree more,' he responds. 'The villagers don't do so badly now, but then we don't ask a lot. But how can you go against the Sheriff? And then there's this matter of Baldric. I am now sent a demand by the Sheriff to arrest him for escaping custody while awaiting trial. Because he is a free man, he is the Sheriff's to prosecute. If he were a tenant, a serf or villein, he would be subject to Canon Law.'

MAKE A MINSTRELSY ROLL:

— I OR LESS ♦ 39

0 OR MORE ♦ 305

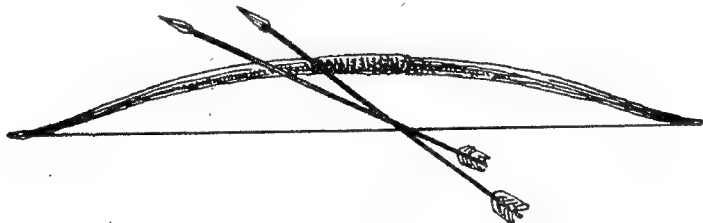
You pad up the stairs quickly and quietly, hoping that the guards will be baffled by your 'disappearance'. Clim's surprising idea of going upwards seems to be working: there are no signs of pursuit.

The two of you pause halfway up the staircase either side of a window. You are in the south-west tower of the gatehouse, about on a level with the battlements of the curtain wall. Clim points to a door down a side passage, which leads on to the wall's walkway. You could easily get down from the wall, you think to yourself.

MAKE A PERCEPTION ROLL:

1 OR LESS ♦ 175

2 OR MORE ♦ 77



287

On the way to the tree, you take a short cut along a narrow, stone-cliffed gorge, which has been cut by a swiftly flowing stream. When you are halfway along, you hear voices and instantly freeze.

You can just make out the voices of a number of local men, probably foresters, to judge by their talk of Sherwood, outlaws, ale and deer. You realize that they are coming closer and may even pass by the gorge. Looking up, you see that there is a fallen log overhead which is probably used as a natural bridge. Still, the men are unlikely to notice you, with overhanging rocks and jumbled boulders to hide behind.

IF YOU HAVE A LONGBOW AND ARROWS AND
WISH TO LAUNCH A SURPRISE ATTACK ON THE
MEN ♦ 356

OTHERWISE, YOU WILL HAVE TO HIDE IN THE
GORGE ♦ 233

288

As you begin to run, you find yourself taking longer and longer strides. Soon you are racing after the rapidly disappearing horse at an unbelievable speed. It's no use, though. You may be able to run like the wind, but the mysterious rider is even faster. As she dwindles into the distance you give up your breakneck pursuit and stop to catch your breath.

When you look at where the drop of liquid struck your palm, you see the shape of a horse, picked out in green.

IF YOU BEAR THE MARKS OF THE SERPENT AND
THE WHEEL ♦ 74

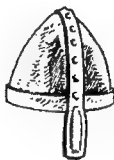
IF YOU BEAR JUST THE MARK OF THE WHEEL ♦ 32
OTHERWISE ♦ 371

289

Down to the left of the hillock is a stand of trees where brushwood is growing thickly. You cautiously sneak down between the mossy rocks and broom bushes to the little copse. Glancing over to the trail, you see that the horseman does not appear to have noticed you.

You push through the damp undergrowth and crouch down with your companions. A few minutes pass, but you wait to make sure that the rider is well past the hill, before getting to your feet.

◆ 63



290

You are knocked to the ground by the expertly wielded sword of the guard. His friends are quick to grab and tie you. The man you fought wrenches the helmet from your head.

'Here's a fine prize, my lads!' he exclaims. 'Robin Hood, for all I'm worth – and the Sheriff will make me worth a coin or two more this evening.'

You are marched down the road past a disbelieving Clim and through Nottingham to the castle. Obviously there is nothing Clim can do now, but you pray that he carries word to your friends.

◆ 56

291

You hear a yell from behind you and then the clattering of hoofs. You risk a glance, and see a large body of mounted soldiery bearing down upon you. If you don't escape now, there won't be a second chance.

You could make off into the trees as your companions are doing, or try to get away on the horse of a man-at-arms slain by Nasir.

IF YOU RUN INTO THE TREES, MAKE A WOOD-CRAFT ROLL:

-1 OR LESS ♦ 250

0 OR MORE ♦ 205

IF YOU JUMP ON THE HORSE AND RIDE OFF, MAKE A RIDING ROLL:

-1 OR LESS ♦ 250

0 OR MORE ♦ 117

292

He bristles and draws himself up threateningly. 'I'm not about to answer your impertinent questions!' he declares. 'Who d'you think you are, to ask me such things?'

DO YOU:

TELL HIM YOU'RE 'ROBIN HOOD, LORD OF SHERWOOD'? ♦ 303

APOLOGIZE FOR YOUR BAD MANNERS? ♦ 36

DRAW YOUR SWORD AND THREATEN HIM?

♦ 143

293

The door is flung open and a guard steps in and looks around suspiciously. You will have to stay still and silent while he examines the room.

MAKE A STEALTH ROLL:

-1 OR MORE ♦ 64

0 OR MORE ♦ 327



294

When you try to lift the chest from the saddlebag, a bunch of old horseshoes slips out and clatters to the ground. Ingran looks round suspiciously and spots you. With a shout he draws his sword and charges at you. You have no choice but to defend yourself.

◆ 14

295

Suddenly the pair are at each other's throats. No one in the tavern takes a blind bit of notice: most of them are still drunk from the previous night. As they roll across the table and against a post, you see a scarred, evil-faced man wrestling with . . . Clim! You rush to his aid, and smash a pitcher against the ruffian's skull. Clim looks up and recognizes his benefactor, then glances round anxiously.

'That's torn it,' he says, breathing rapidly. 'When he wakes up he'll have 'em all after me. We'd better get out of here fast - yesterday would be best.'

You agree heartily with his sentiments, but warn him of your own predicament as you leave the inn.

◆ 164

296

You travel for many uneventful hours. You see not a soul, nor any living creature larger than a rabbit. The hills give way to rolling grassland with a profusion of colourful flowers. The sky above is a deep, calm blue, and soft, white clouds float lazily in the breeze. The air is warm and carries all the scents of springtime.

As the sun dips below the horizon, you prepare to spend another night out in the open. Your sleep is untroubled and you awaken refreshed and confident. After a hasty meal of barley loaf you set off again.

Some hours later you come upon a road. It is made of stone, though not in the manner of the old Roman

roads you have seen. As you step upon the road, you can see far ahead a plume of smoke rising into the clear sky.

The road leads up to a large barrow, an oval lump in the ground. Smoke rises from some hidden vent in the top of the barrow, but the road stops at a black opening in its side. This entrance stands twice the height of a man, and is flanked by two massive pillars of granite. A third slab of the dark stone tops them to form the lintel.

Peering into the gloom, you make out a faint red glow from within, and hear the echoing clink of hammer on anvil.

DO YOU:

STEP BRAVELY INTO THE DARKNESS, HOPING
TO TRACE THE RED GLOW TO ITS SOURCE?

◆ 180

CALL OUT WAYLAND'S NAME? ◆ 59



297

You thrust the beaker back at him and try to push him out of the way, so that you can search for a door out of here. But before you've taken two steps, the reeling man recovers his balance and grabs you with a large, strong hand. He pulls on your shoulder and you tumble into a tiny concealed room and collapse on a stool. You struggle to your feet as the great bearded man staggers in.

'Look, just sit down 'n' have a drink wiv' me,' he says, angrily. You feel annoyed at being pushed around yourself, but you reckon that this man might be of some use to you in finding a place to hide and a

new disguise. However, you might have to impress him by revealing who you are.

IF YOU INSIST THAT YOU'VE GOT BUSINESS ELSEWHERE AND GO THROUGH THE KITCHEN TO THE PASSAGE BEYOND ♦ 358

IF YOU TELL HIM WHO YOU ARE, MAKE A CHARM ROLL:

-2 OR LESS ♦ 121

-1 OR MORE ♦ 35

298

'None shall deflect me from my duty!' he exclaims. You sneer and ask him what his duty is - why he seeks to destroy the protectors of Sherwood.

♦ 34



299

'I'm just a poor sergeant,' says Clim. 'My business in Nottingham isn't the King's, if that's what you're worried about. No, I'm on leave at the moment.'

He seems open enough, but you still have your doubts about him. You ask him what his business is, if it isn't the King's. After all, he wears the King's livery.

'When was the last time you saw a King's man stopped by a patrol? Use your head, Robin. The badge of the King carries privileges. And someone in Nottingham owes me money - I've come to collect it. That's all - is there anything more you'd like to know?'

You feel certain in your heart that Clim is speaking the truth, but your friends are still suspicious of him. Much suggests that you take his possessions and abandon him in the forest.

'That would be a bitter irony,' says Clim, with traces

of an anxious tone creeping into his voice for the first time.

DO YOU:

FOLLOW THE URGINGS OF YOUR FRIENDS?

◆ 271

TREAT HIM AS A FRIEND? ◆ 112

300

On an impulse, you fling your rope behind you and continue to flee. After a minute you look back to see how far behind the hounds are now. You are astounded to see the pack of dogs drawn up along the bank of a torrential stream. The waters are fast-flowing and lie between you and the hounds. As you watch, one of them plunges into the water to try to swim across, but is swept away by the current. Somehow you have foiled the hounds.

DELETE THE ROPE FROM YOUR LIST OF POSSESSIONS.

◆ 296

301

Clim falls asleep, his breathing pained. You sit and ponder in the darkness. After what seems an age, Clim awakens, much refreshed.

He doesn't remember everything he told you, since his injuries have addled his mind somewhat. But he has some more surprises literally up his sleeve: he unwinds a long length of cat-gut from the hem. He also removes a couple of lead weights from his other shoe and hands them to you.

'There you go, Robin,' he says. 'With a bit of luck we can use this to slide that bolt back.'

ADD LEAD WEIGHTS TO YOUR SPECIAL POSSESSIONS.

◆ 147



302

There is a large hall in the village where travellers gather of an evening. This hostel provides you with somewhere to sleep and even a meal – though a rather unappetizing one. You and your companions stretch out on your cloaks somewhat guardedly, for some of the other residents look shifty enough to be in the pickpocketing business – and you wouldn't want to have to teach them a lesson in caution.

Your sleep is troubled, but the new day brightens your face again. You get up and seek out a villager to sell you some fresh bread and milk. After a country breakfast you feel ready for anything.

IF YOU HAVE THE SILVER GOBLET ♦ 229

IF YOU HAVE BEEN ADVISED TO SEEK THE ROYAL ASSESSOR ON THE YORK ROAD, AND WISH TO DO SO ♦ 399

IF YOU GO TO VISIT THE BISHOP ♦ 265

IF YOU RETURN TO SHERWOOD ♦ 145

303

'Ha!' he replies. 'I might have guessed. Well, as you're in the company of an old friend of mine I'll do nothing – for now. But I fancy we'll meet again. When we do, I'll claim this back.'

He draws an embroidered green gauntlet from his belt and tosses it to you. Then, slinging his longbow across his back, he stalks from the room.

Clim shrugs. 'Always was a bit touchy, that William,' he says, and dismisses the matter. You pour another drink for yourself and resume the conversation.

ADD THE GREEN GAGE TO YOUR SPECIAL POSSESSIONS.

♦ 280

304

Suddenly the voices stop and you realize that both men are looking at you. You recognize the face of Clim of the Cleugh, whom you crossed earlier. For a moment the room goes silent, then Clim slams the table with his hand and laughs.

'Right,' he declares. 'Here's something we'll agree on, Wulf. Robin Hood, all alone, and looking a bit *lost*. Fair game, wouldn't you say?'

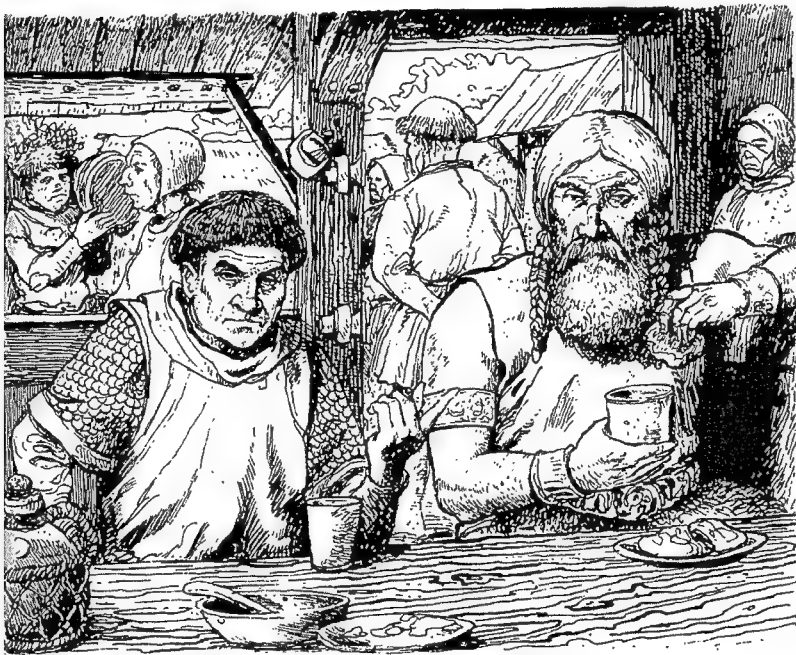
DO YOU:

RUN OUT OF THE TAVERN AS FAST AS YOU CAN?

♦ 185

DRAW ALBION AND ATTACK CLIM? ♦ 46

REMAIN CALM AND SEE WHAT HAPPENS? ♦ 330



305

You realize that there is little Losoard can do to help either the village of Gatham or Baldric. The churchman may not have the usual Norman contempt for the fate of the villagers, but his dedication to their well-being falls far short of your own.

You thank him for his time and sentiments and leave, heading back up the vale to the village.

IF THERE IS A NOTE ON YOUR CHARACTER SHEET
THAT IT IS MORNING ♦ 170
OTHERWISE ♦ 191

306

As you tread quietly down the short aisle, the knight seems unaware of you. Just as your hand goes to your side to grip Albion, however, there is a cry from a dark shape to the right of the altar. You had mistaken the shape for a hanging or drape, but it is a foreign-looking priest, who is cowled and robed in dark material.

'Sir Roger!' he shouts. '*Prend garde!*'

The powerful young knight turns and leaps to his feet, holding his sword before him. In the angle of the blade you see carving or decoration of some sort, but then he recognizes you and lunges. You barely have time to draw Albion and parry before strokes rain down on you. Sir Roger's attack is so furious that, in the confusing clutter of the chapel, you are forced to vault pews and roll from wall to wall to defend yourself.

Then you realize that the priest is behind you. His arms snake around your throat, and a razor-sharp knife glints in his pallid, wrinkled hand. The Templar knocks Albion from your grip and raises his own sword . . . then drops it again.

'What overcame me?' he mutters to the priest. 'I cannot spill blood in this holy place.' He seems ready to push you outside and spill some blood in the corridor, but a number of guards burst into the chapel, alarmed by the sounds of fighting. They march you away and before long you are confined in the dark dungeon beneath Nottingham Castle's forbidding gatehouse.

LOSE A POINT OF POWER. TAKE 2 WOUNDS TO THE BODY AREA.

♦ 56

307

Eventually you reach the glade where Harold's Tree stands, a forlorn and blasted trunk. You wait for Herne to reveal himself. After some minutes, you hear the rustle of newly fallen leaves. Herne stands majestically on the woodland bank and speaks with you.

♦ 84

308

You set off along the road. A whole day passes in travelling among the low hills. On the way, you notice the bright flowers and green bushes giving way to duller grasses and shrubs of sombre hue. A forest looms up ahead of you and you realize that the land around you has faded to the normal autumn scene you left.



The road leads right up to the forest and then stops abruptly. Soon after passing between the trees, you realize that you are back in Sherwood Forest. It doesn't take you long to find your friends back at the camp. They look up amazed when you approach.

'But Robin!' cries Much. 'You've only been gone a day. I thought you was off on a long journey.'

You tell them a little of what happened to you on your journey to the 'Heart of England'.

'Sounds almost as if you were in another world,' Scarlet exclaims.

Now you must find the Templar knight and seek an end to the threat which he poses to you – and to all of Sherwood that lies under Herne's protection.

◆ I45

309

You ride off to the town, leaving your bow with your friends. Horsemen – especially horsemen in King's livery – don't carry bows. You'd never get past the guards if you took it with you.

DELETE BOW FROM YOUR LIST OF POSSESSIONS.

When you reach the gates, you find the place bristling with guards. There's obviously been some kind of disturbance, and you hope it's nothing to do with you. It's just possible that Clim might have raised the alarm.

You dismiss your worries and ride past, giving the guard an arrogant stare as you pass. You leave your horse at a stable and climb the town's hill.

◆ I24

310



You are knocked out by the man. Some while later you come to, with Simon, the Bishop's servant, tending to you. A bell rings, and he whispers, 'Lie still and rest a while. I shall be back.'

◆ 388

311

You fail to open the lock.

RETURN TO 109 AND CHOOSE ANOTHER OPTION.

312

The guard bending over the grille yelps in surprise when you reach through it and slash his arm. He collapses and lets his torch slip through the grating. You quickly stab upwards with the knife and the guard passes out, but below, the straw has caught fire!

IF YOU HAVE ALREADY UNBOLTED THE GRILLE

♦ 231

IF NOT ♦ III

313

A voice wafts towards you, as if from a great distance:

'Well, at least we've caught one of the rogues. We'll deliver him to the Sheriff when we arrive. Sling him over one of the spare horses.'

You are grabbed roughly and hoisted on to the back of a horse. As it moves off, you lose consciousness.

You awake with a blinding headache. Your surroundings are painfully familiar – the dungeons of Nottingham Castle.

♦ 56

314

It's probably the drink, but your friends' suggestions aren't entirely sensible.

'I reckon it was poisoned,' says Little John, his jaw resting on the table. 'We've met these Templars before. We know what they're like.'

'Maybe. They learned much from my Order. But this one, he seemed too . . . *pure*,' says Nasir. The Saracen is the only one not drinking: his religion forbids alcohol.

'Or perhaps it was blackened in the fires of Hell,' Clim says dramatically. He shivers, then laughs. 'I tell you, most likely the lad just waxed it black with cobbler's heel-ball to frighten gullible folks like you!'

No one seems able to take the matter seriously, so you let it drop. Clim talks once more of his former career as a wolfshead. Soon you feel the beer you've drunk getting the better of you.

YOU ARE DRUNK. ALL YOUR ABILITY SCORES ARE AT -1 UNTIL YOU RECOVER. NOTE THIS ON YOUR CHARACTER SHEET. YOU MAY RECOVER BY MAKING AN EXTRA ROLL WHEN YOU SEE THE HEALING SYMBOL AND 'HEALING' 2 OR MORE WOUNDS. THE EXTRA ROLL ONLY AFFECTS WHETHER OR NOT YOU REMAIN DRUNK!

♦ 280



One moment the Templar is calm and cautious, the next he is in a screaming frenzy. As you and your friends charge towards him, he leaps to the attack. You are dashed against a stone by a blow which you barely parry. Stunned, you see Will Scarlet felled by a single blow, and the rest of your companions don't last much longer. You hurl yourself back into the fray.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE. THEN TAKE A WOUND TO THE BODY AND LOSE A POINT OF POWER.

IF THIS OVERCOMES YOU ♦ 163

OTHERWISE ♦ 251

316



You make your way back to where your friends are waiting anxiously. You are not the only one with news to tell, but their tidings are far from happy. With a long face, Little John explains that Tuck has been captured by guards or foresters hunting a band of ruffians. Now he has been taken to St Mary's Abbey. What fate awaits him there no one knows – but all hope he might be spared until you can effect a rescue.

DELETE TUCK FROM YOUR COMPANIONS, IF
YOU HAVE NOT DONE SO ALREADY.

IF CLIM IS NOW WITH YOU ♦ 373

IF NOT ♦ 241

317

The noise comes from a troop of riders coming down from the castle. There are a score of men-at-arms mounted on sturdy horses, as well as four horse-drawn carts and a number of servants and officials. In all this confusion you easily manage to slip through the gate unnoticed.

♦ 316

318

The trail is indistinct, but you manage to follow it as it winds tortuously among the trees. Eventually it leads to a glade, in the middle of which a noble oak rises proudly. Before the oak sits Herne . . . or is it Herne? This figure certainly looks like Herne, and a sense of familiarity haunts you as you stare at him, yet there are differences. And when he speaks, the voice is not Herne's.

'Well met, Herne's son,' he says. You feel yourself drawn towards the figure. With each step you take you feel more of the power of this being. He is both like and

unlike Herne, at once the same and different. He raises his hand and holds it out to you, palm facing you. You step forward and place your palm against his.

'I am Cernunnos, Lord of Animals. Herne and I are one. Herne is my hunter. As you are his son, so are you mine.'

There is a blinding flash of light and Cernunnos is gone. You look at your palm and find there the sign of a ram-headed serpent, picked out in green. You suddenly feel exhausted and pause to rest, closing your eyes for a moment. With a start you awaken and see the dawn of a new day just breaking. You make your way out of the woods and resume your journey.



ADD ONE POINT TO YOUR WOODCRAFT ABILITY SCORE, UNLESS YOUR SCORE IS 10, IN WHICH CASE GAIN A POINT OF POWER.

IF YOU BEAR THE MARKS OF THE WHEEL AND
THE HORSE ♦ 74

IF YOU DO NOT BEAR BOTH OF THESE MARKS:

IF YOU HAVE A HORSE, YOU MAY SPUR IT ON
♦ 74

IF YOU DO NOT HAVE A HORSE, OR CHOOSE
NOT TO SPUR IT ON:

IF YOU JUST BEAR THE MARK OF THE HORSE
♦ 371

OTHERWISE ♦ 13

319

You walk back into the courtyard as nonchalantly as possible. Just as you are about to decide where to go next, a horse pokes its head over your shoulder and nuzzles your hair. You try to push it out of the way, but the beast seems to have taken a fancy to you. Suddenly it steps on your foot and you exclaim in surprise and pain.

A number of people look round at the noise. With a feeling of dread, you realize that the man in mail and white mantle across the yard has also turned. Your eyes meet and the Templar knight growls in recognition, then calls out to the castle guards.

With a massive effort, you heave the horse off your foot and dive into the nearest doorway. You run down a passage, through an empty room and along another passage. All around cries are going up and pursuers are combing the building. You come to another junction. Here you can either dart back out into the courtyard, hoping to catch the guards unawares, or head down the narrow corridor to the kitchens.

DO YOU:

TAKE THE OUTSIDE DOOR? ♦ 80

HEAD FOR THE SERVANTS' QUARTERS? ♦ 358

SPEND A POINT OF POWER? ♦ 284

320

The Bishop crosses you in blessing as you turn to go. His servant comes into the room and ushers you to the door. Before unlatching the front door, however, he pauses and whispers to you:

'I couldn't help hearing your plea to the Bishop just now. There's, well, something wrong about this sale. His Excellency has been forced into it, I'm sure. If you are truly concerned about the fate of Gatham, you might be able to get the agreement annulled by the Royal Assessor, seeing as how he's in the area. I heard he was on the road from York. He's got the same authority as the Sheriff.'

You thank the old man for his unlooked-for help, then venture back out into the cold night and seek your friends.

♦ 302

321

You hurriedly move the bodies off the road and pile them in the undergrowth. You are just finishing this unpleasant task, when Clim rides back from the town. He glances at the small pile of bodies and raises an eyebrow, shaking his head as if to tell you you should know better.

♦ 106

322

'Robin Hood, unless I'm much mistaken. Perhaps you weren't expecting me? But I've been looking forward to meeting you again. Now there shall be an accounting - and I shall take back my gage.'

His voice rings with arrogance and a surprising confidence. How can he be so cocksure when outnumbered and alone?

♦ 63

323

You charge from your hiding-places and engage the horsemen. You find yourself up against one of the men-at-arms while your friends take on the others.

MAN-AT-ARMS:

COMBAT SKILL = 5

AS HE IS ON HORSEBACK, YOU MAY NOT HIT HIS HEAD. TREAT ALL HEAD HITS ON YOUR OPPONENT AS MISSES.



IF YOU OVERCOME THE MAN-AT-ARMS WITHIN 4 ROUNDS ♦ 146



IF HE OVERCOMES YOU ♦ 19

IF THE FIGHT LASTS LONGER THAN 4 ROUNDS ♦ 291

324

You hide among the shrubs and bushes while the foresters pass by. When you are sure they have all left the area, you creep out of the undergrowth and continue on your way to Harold's Tree.



♦ 307

325

Soon you are outside and the fusty smell of the inn is dispersed by the clean breeze. After the fight, the idea of chasing straight off after Sir Roger doesn't seem so appealing. You consider your possible courses of action.



DO YOU:

SET OFF FOR NOTTINGHAM REGARDLESS? ♦ 61

GO IN SEARCH OF HERNE FOR ADVICE? ♦ 18

TRY TO FORGET THE TEMPLAR AND SET
ANOTHER AMBUSH ON THE ROAD? ♦ 85

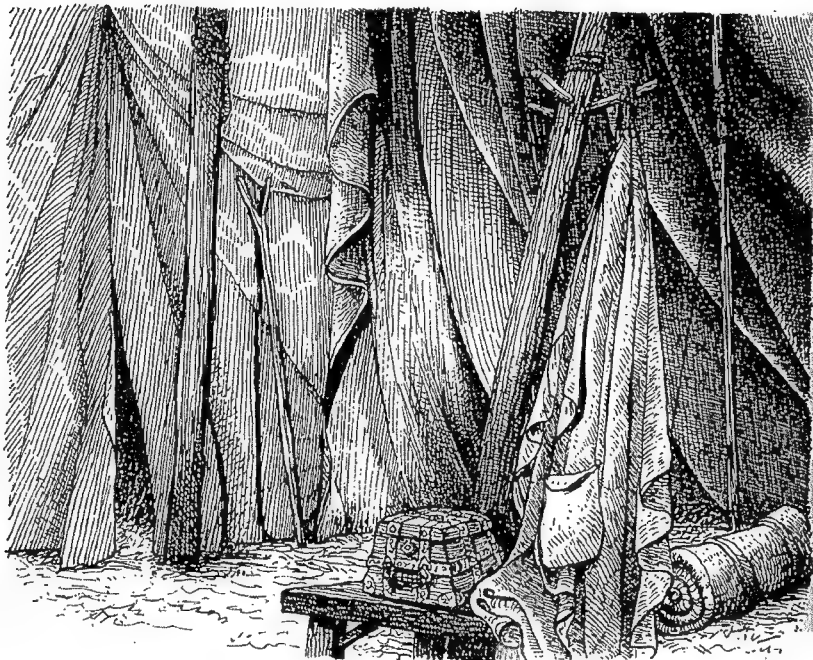
326

This section is neat and tidy. A roll of bedding lies on the floor; beside it a cleft stick is propped against the tent's blue outer wall. The sound of voices approaches, but there is just time to take something before rolling out beneath the flaps at the bottom of the side. Your eye lights upon a small casket inlaid with chipped ivory and a cape of dark green from which hangs a yellow pouch or pocket.

WHICH ITEM DO YOU TAKE:

THE IVORY-CHASED CASSET? ♦ 381

THE GREEN CAPE? ♦ 148



327

The guard searches the room quickly and, finding nothing untoward, opens the door. He is about to leave when the dusty tapestry gets up your nose and you sneeze uncontrollably. The guard is immediately aware of you, but you manage to kick at the door and slam him heavily backwards. He shouts in alarm and tumbles against a shelf, knocking over a pottery jug and basin, which smash noisily on the floor. You dive out of the door.

CHECK YOUR SPECIAL POSSESSIONS LIST.

IF THIS SYMBOL # IS MARKED ♦ I68

IF NOT ♦ 212

328

Before you can utter a word, the Templar surprises you with a cry of '*Beau Séant!*' You barely have time to put up Albion to defend yourself when he is upon you, his dark blade striking sparks off yours and beating down your guard.

TAKE A WOUND TO THE BODY.

IF YOU ARE OVERCOME BY THIS ♦ I63

OTHERWISE, DO YOU:

RALLY YOUR FRIENDS (IF THEY ARE HERE)

AND ATTACK HIM TOGETHER? ♦ 315

ATTACK HIM ALONE? ♦ 251

329

Something about the Templar's sword haunts you. Never before have you seen such a blade—so black and dull and menacing, yet a sense of familiarity began edging its way into your thoughts as soon as you saw it. You become convinced that your encounter with the monkish knight was something more than chance. Somehow, this man has an important part to play in your destiny.



You are worried that you know so little about him. Over the ale, Clim told you that he was simply travelling with the Templar for company. He knows the man's name – Sir Roger of Ledbury – and his passionate devotion to his Order, but no more.

Now you wonder how you can find out about the man, the better to face whatever threat he may pose.

DO YOU:

QUIETLY SLIP OFF INTO THE FOREST, SEEK-
ING ADVICE FROM HERNE THE HUNTER? ♦ 18
FOLLOW THE ROAD TAKEN BY THE KNIGHT –
THE ROAD TO NOTTINGHAM? ♦ 363

You are quickly overwhelmed and pinned to the rough floor by Clim and his friends. The one-time outlaw laughs again.

‘Well,’ he says, ‘what should we do with him? Turn him over to the Sheriff? Turn him loose as I was? Cut his head off and see what Sir Guy will give me for it?’ Clim shakes his head in mock dismay, then starts going through your belongings.

CHECK YOUR LISTS OF POSSESSIONS. DELETE ANY OF THESE YOU HAVE, AS CLIM WILL TAKE THEM:

SWORD (NOT ALBION).	HEALING LIQUOR
FORESTER'S KNIFE	BAG OF SILVER
WHITE ARROW	SILVER CRUCIFIX
CLIM'S MAIL	WINESKIN

YOU ALSO LOSE 1 POINT OF POWER.

MAKE A CHARM ROLL. ADD 1 TO YOUR ABILITY SCORE FOR EACH ITEM CLIM HAS TAKEN:

–1 OR LESS ♦ 154
0 OR MORE ♦ 28

331

William drops unconscious to the ground.

DO YOU:

FINISH HIM OFF WITH ALBION? ♦ 58

DOUSE HIM WITH A PAIL OF WATER? ♦ 220

LEAVE THE INN? ♦ 325

332

You make your way down the valley to the prebendary's house, known locally as the Stonehouse. You pass lush pastures and several small herds of various beasts on the way.

The house has two storeys and a walled courtyard. It is built from light limestone in pleasing shades of grey and yellow. A wide gate in the wall leads into a courtyard, where one man is grooming a horse and another stacking bales of hay. The groom comes over to you.

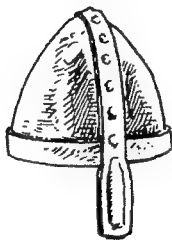
'Hullo. How can we help you?' he says.

You explain that you have come to see Father Losoard and he goes over to the wall of the house. Between two large doors into the undercroft, where stores and animals are kept, is a bell, which he rings. Soon a servant emerges from a small door on the left of the courtyard. She wipes her hands on her apron.

The groom gestures at you. 'Wants to see the Father,' he grunts.

'Would you come with me?' she asks pleasantly.

♦ 285



333

Time passes slowly and you grow hungry. You fall asleep and wake much later, but it is impossible to know how long you have been down here. Some bags of scraps are thrown to you later, and you fall upon them, famished. Afterwards, a flask of scummy water is passed around the listless prisoners.

You soon fall into this routine. For days, or so it seems, nothing happens. Once, another prisoner is removed. You sink into wretchedness with dirty clothes, unkempt hair, a stubbly beard and thoughts chasing one another round and round in a downward spiral of despair and depression. Eventually, all hope is lost; there is no point in continuing the struggle.

◆ 400

334

The guards chuckle, slap you heartily on the back, and let you by. One takes the money over to the clerk.

◆ 396

335

The gate-sergeant nods respectfully – you're through! Once into the town, you can begin to worry about the next stage. The only place a Knight Templar would stay in Nottingham would be in the castle itself. You will have to trust once more to the power the King's livery has over men trained to obey.

◆ 124

336

You notch Herne's gift to your bow and prepare for one mighty shot, trusting to the magic of the arrow to save you. You aim into the middle of the pack of hounds and let the white arrow fly.

It sails gracefully into the running dogs, and spears right through two of the lumbering brutes. They drop

silently, but the remaining hounds continue. It was a fine shot, but it looks as though it will be your last.

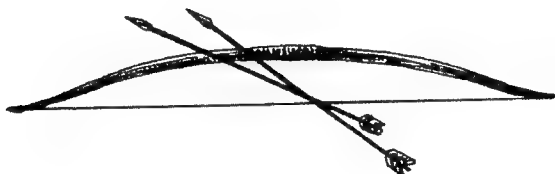
The hounds are now only a few yards distant. You draw Albion and prepare to make these red-eyed monsters pay dearly for their chase . . .

◆ 400

337

On your way down a short flight of steps, you trip and fall. You have to dive into a side passage to avoid being noticed by the knight and, when you look around again, there is no sign of him. However, you know that the guests' chambers are a storey up, so you look for a stairway.

◆ 260



338

The waiting-room is a scene of confusion, with most of those here completely at a loss, and wanting to keep out of the way. You easily push through the crowd, knocking over one or two fat traders in the hope that they will delay your pursuers. The only exit is a vaulted corridor.

You run down it, past a couple of doors, but both are locked. At the end is a passage leading down some steps to daylight. Just before the passage is an opening with stairs going up.

DO YOU:

TAKE THE PASSAGE? ◆ 80

RUN UP THE STAIRS? ◆ 183

There is a pause in the battle while you both fall back and take a breath.

'You fight with the Devil's own strength, outlaw!' he snarls at you.

'No, I fight for Herne!' you shout back.

DO YOU:

LAUNCH YOURSELF BACK AT HIM? ♦ 251

ASK HIM WHOM HE SERVES? ♦ 122

ASK HIM WHERE HIS SWORD HAS COME FROM?

♦ 366

ASK HIM WHY HE SEEKS TO DESTROY HERNE?

♦ 34

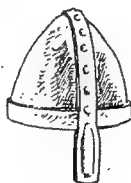
Herne told you that the white arrow is a key to the Hidden Path, which you must take to learn more of the knight and his sword. Somehow you know that the path is for you alone to travel, and you must bid your friends farewell.

You walk into Sherwood, holding the arrow gingerly in front of you. Its feathers seem almost to flutter and it quivers briefly. Did it move? Or was it simply your imagination? Whatever happened, you can now distinguish a trail leading through the forest.

NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

IF YOU HAVE A HORSE AND WISH TO RIDE IT
DOWN THE TRAIL ♦ 394

OTHERWISE ♦ 266



341

When you reach the gates at Nottingham, there seem to be more guards about than usual and almost everyone is being stopped and questioned. Some of the men-at-arms are even patrolling the road. You are suddenly unsure whether your disguise will hold up under such scrutiny.

DO YOU:

ASK CLIM TO GO ON AHEAD AND FIND OUT
WHAT THE FUSS IS ABOUT? ♦ 237

GO ON TOGETHER AS PLANNED? ♦ 89

ABANDON YOUR ATTEMPT TO GET INTO NOT-
TINGHAM AND RETURN TO YOUR FRIENDS?

♦ 386



342

You draw Albion from its worn scabbard and hold it up so that it glints in the sunlight.

'That is a handsome blade you carry,' Wayland says. 'Follow me.' He turns and limps back into the darkness. You follow him into the barrow, and find yourself in a tortuous labyrinth. After a short walk, Wayland leads you through a door and into his forge. A wave of heat hits you. The smith's anvil sits next to a glowing forge, its fiery glow the only light in the vaulted chamber.

Wayland turns to you. 'Tell me,' he asks, 'do you know of the Rhyme of Wade?'

IF YOU KNOW THE RHYME OF WADE ♦ 261

IF NOT ♦ 103

343

You have a surprising length of usable rope, certainly enough to let yourself far enough down the wall to jump to safety. When you think about the layout of the castle, you realize that the best plan would be to get on to one of the battlements and then down into the poor traders' market-place which abuts the castle, to the eternal annoyance of the Sheriff.

Your skills enable you to gain a perfect position very swiftly. Everyone in the castle is still sleepy and few pay attention to you as you make your way to the patrol guards' walk on the east wall. You watch for a few minutes' space between patrols, lash the rope tight and start your descent.

Luck is with you most of the way down: the remains of a light dewy mist help to obscure you in the shadow of a buttress; but then your grip fails and you tumble down on top of an ale-seller's stall.

TAKE A WOUND IN THE LEG AREA.

IF THIS OVERCOMES YOU ♦ 281

IF NOT ♦ 268

344

You open your mouth to speak, but before you can say anything Cloudesley starts again: 'I thought not.' He nods to one of the foresters. 'Bind them all – securely.' The burly forester and his comrades tie your wrists painfully with stout cord.

'By the authority vested in me by His Majesty,' continues Cloudesley, 'I find you guilty as charged. According to law, you should be punished with death by hanging, drawing and quartering, death by flaying, and mutilation. But I haven't got time for all that, so I shall just string you from one of these boughs. Count yourself lucky!'

One of the foresters loops a rope around your neck, and throws the other end over a thick branch of the oak. Your friends struggle desperately to come to your aid, but in vain.

'Farewell, Robin Hood,' sneers Cloudesley. 'Soon your name will be forgotten, just another dead outlaw.'

The rope tightens about your neck.

♦ 400



345

You have heard of this sergeant. Clim of the Cleugh was a notorious outlaw in the northern forest of Inglewood. With his confederates Adam Bell and William of Cloudesley, his exploits against the Sheriff and Mayor of Carlisle once rivalled your own. His final act was to win his freedom from the King. Having just killed the Sheriff, the Mayor and half the guardsmen in Carlisle, Clim and William hurried down to London and begged for mercy at Court. As the tale

goes, Clim pleaded: 'After all, my liege, we've only killed a few animals.' The Queen pitied them and persuaded the King to pardon them. Soon after, a messenger arrived to tell the King of his servants' deaths. Although furious, he was unable to go back on his word. He was finally won over when William demonstrated his skill at archery by shooting an apple off the head of his son. Cloudesley was made Warden of Inglewood and Clim took service with the King.

From his behaviour, Clim appears to have lost little of his famous nonchalance.

'Reckon I fancy a haunch of venison,' he says. 'It's been a while since I dined in a forest.' He slips you a conspiratorial wink.

The man's cheek is irresistible. Anyone who can joke while being threatened by Scarlet deserves something for their trouble. You laugh and gesture at Will to put away his sword.

'You may wear the King's livery, Clim, but you're an outlaw at heart,' you say.

'You might just be right,' he replies.

Soon his request is granted: you return to camp and feast on venison, expertly roasted by Tuck. Much more of this and you'll all be his size! You wash the meal down with a fine ale brewed by an alewife in Wickham, then consider your next course of action.

ADD CLIM TO YOUR LIST OF COMPANIONS.

♦ 329

You hold off the man's desperate flailings long enough for your friends to arrive. Surrounded by outlaws, the priest quickly drops his club and surrenders.

Will searches his baggage and discovers a small bag full of silver coins – a fair catch from such a small fish! You thank the priest for his generous donation to the poor folk of Sherwood and send him on his way.

DO YOU:

RETURN TO CAMP, SATISFIED WITH YOUR
SPOILS? ♦ 258

CONTINUE TO WAIT BY THE ROAD? ♦ 217

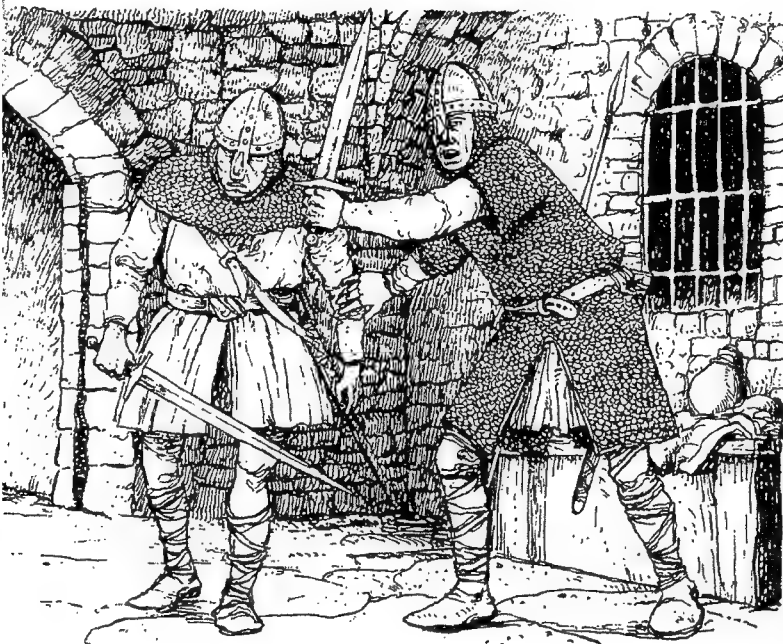
347

'My name's William of Cloudesley, Warden of the Royal Forest of Inglewood,' he replies. A hush descends. You had better be tactful in the man's presence and make sure that he doesn't discover your identities. Luckily Clim didn't introduce you by name and it doesn't look as if he has any wish to give you away.

♦ 5

348

Unfortunately, you have alerted the guards to your presence. They immediately react by leaping to their feet and drawing their swords. You have managed to



purloin a weapon and must defend yourself against them both together.

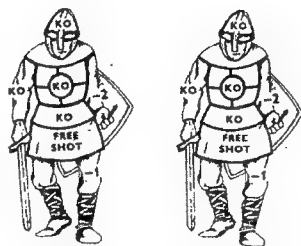
TWO GUARDS:

COMBAT SKILL = 4
EACH

YOUR COMBAT ABILITY
SCORE IS REDUCED BY 2
AS YOU FIGHT WITH-
OUT ALBION.

IF YOU OVERCOME THE
GUARDS WITHIN 6
ROUNDS ♦ 244

IF THEY OVERCOME
YOU OR THE FIGHT
LASTS MORE THAN 6
ROUNDS ♦ 33



On the way north up the road to St Mary's Abbey with your companions, you keep to the margins of the broad swath it cuts through the forest, so that you can stay out of trouble should it come your way.

It is getting late in the day when you pause and think. You could all try to worm your way into the abbey to rescue Tuck while Abbot Hugo is away – but there might be somebody efficient in charge. Gatham's troubles stem from the Bishop of Carlisle's agreement to sell his estates to the Sheriff. Another possibility is suggested by a milestone on which Much is sitting: it lists Scroby, where the Bishop is currently in residence, at least according to a tale you heard related recently.

You are just deciding what to do when Will comes back down the road from where he was scouting, in his impatience to get on. He has news: 'There's a load of Sheriff's men up there, and other folk. One of us'd

better go and 'ave a look. Dunno what they might be up to.'

You can send someone to have a closer look while the rest of you carry on with Tuck's rescue, or you could go yourself, leaving your friends to await your return.

DO YOU:

GO YOURSELF? ♦ 79

SEND A COMPANION, AND CONTINUE WITH THE OTHERS TO THE ABBEY (CROSS THE COMPANION YOU SEND OFF YOUR CHARACTER SHEET)? ♦ 352

350

You creep silently on and see the knight go into a room. There is another door opposite and it seems to be open: you try it and in a moment you are inside a small bed-chamber. Light comes from a shuttered window some feet above the cot-like wooden bed.

The room is not in use at the moment; the bed's straw mattress is rolled up and the coverlet folded at the foot. A large chest provided for guests' use sits empty behind the door, beside a stone shelf with a jug and washing-bowl. You are about to leave the room when you realize that the chest is big enough to make an excellent hiding-place. Here you can keep yourself concealed and creep out later.

ADD HIDING-PLACE TO YOUR SPECIAL POSSESSIONS.

♦ 52

351

Sir Roger doesn't seem to be daunted by the odds against him, and the wicked-looking mace is hardly less formidable than the sword he has discarded. He begins circling towards you, and your friends ready their weapons.

DO YOU:

LAUNCH AN ALL-OUT ATTACK ON SIR ROGER?

◆ 67

TRY TO CONVINCE HIM THAT HE HAS BEEN
DECEIVED? ◆ 115

When you reach the abbey gates you prepare to bluff your way in. You've disguised yourselves as pilgrims, with wide-brimmed hats and staves, so you just have to hope that the porter doesn't recognize your faces.

You're in luck. The man is bored and uninterested, and waves you into the abbey with hardly a second glance. There is no one in the courtyard and you can make your way to the guest-house without being observed. Its few occupants ignore you and you discuss your next move. So far all has gone well, but the most difficult part is yet to come.

You resolve to scout around on your own to avoid suspicion. You make your way to the monks' cells to check them — it seems the most sensible place to imprison somebody. However, no sooner have you peered into the first cell than you hear the tramping of feet behind you. You whirl around to find yourself staring at three crossbows held by grim-faced men-at-arms. Behind them stands a monk in the garb of a prior. It is the abbot's deputy.

'Well now, the abbot will be pleased,' he says, his soft voice faintly lisping. 'We've achieved what his brother has failed at so often. And *we're* not going to let you escape.'

The men-at-arms bind you securely and thrust you into the very cell you were about to search. Not long after, you hear footsteps outside. There is a curse in a familiar voice and with heavy heart you realize that your friends have also been captured. Your last hope has been dashed . . .

◆ 400

353

A party of some ten to fifteen horsemen rode this way, but you cannot find out more about them. The tracks are new and only lightly filled by the misty, drifting rain. Perhaps you could catch up with their makers?

DO YOU:

FOLLOW THEIR TRAIL AND SEEK OUT THE RIDERS? ♦ 88

CARRY ON ALONG YOUR ORIGINAL PATH?

♦ 374

354

The guard looks as though he doesn't believe your story. He says, 'So how come we saw you just now coming up this road *towards* Nottingham, eh?'

He starts to draw his sword and you realize to your chagrin that you will have to fight him to protect yourself. With blinding speed you draw Albion from its sheath and, with a single blow, strike him down.

♦ 23

355

You spur your horse to a gallop and tear after the woman. You ride faster and faster, and slowly close the gap between you and your quarry. Soon you are riding faster than you have ever ridden before and your horse is still getting faster. You are no more than eight horse-lengths away from the woman when up ahead you see a gash in the earth — a wide chasm directly across your path. The woman shows no sign of slowing. She rides right up to the edge of the abyss and, with a miraculous leap, the horse sails into the air and across the yawning gulf. It is too late for you to do anything but follow. You spur your horse still harder towards the brink . . . and a sickening lurch indicates that you are up in the air. For a dizzying moment you

stare down into the black emptiness of the chasm; then you land on the far side.

There the woman waits for you, having reined in her steed. 'You ride well, little hooded man,' she calls out to you in a musical voice. 'Remember the name of Epona whenever you mount a horse.'

Then she wheels her steed and rides away. You realize that she is *still* carrying the bowl in her hand – without spilling a drop.

You remember the liquid she flicked at you, and look down at your hand. Picked out in green on your palm is the sign of a horse.

ADD 1 TO YOUR RIDING ABILITY SCORE, UNLESS IT IS 10, IN WHICH CASE GAIN A POINT OF POWER.

IF YOU BEAR THE MARKS OF THE SERPENT AND THE WHEEL ♦ 74

IF YOU RIDE ON AT A GALLOP ♦ 74

IF YOU RIDE ON AT A WALK AND BEAR THE MARK OF THE WHEEL ♦ 32

OTHERWISE ♦ 371

Climbing the cracked rock walls of the gorge proves easy. You wedge yourself between a tree-trunk and a spur of stone, where you have a perfect concealed site to ambush the men.

Six foresters are winding along the narrow trail that crosses the gorge over the fallen tree-trunk. You string your bow carefully and lay out three arrows in front of you, notching a fourth to your bow. As the first man starts to walk across the log, you may fire.

MAKE 4 RANGED COMBAT ROLLS:

RANGE NUMBER = 3

You have time to fire all four arrows. You may pick

any of the men to fire at for each shot. A knock-back result against the first man (only) knocks him off the log and overcomes him; the others are not overcome by a knock-back result.



First



Second



Third



Fourth



Fifth



Sixth

KEEP YOUR FINGER ON THIS PAGE.

► 100



You kneel beside the bloodstained figure and bend your ear close to his mouth. Sir Roger moans faintly and you strain to catch his words.

Before a word is spoken by the dying knight you feel a sharp pain below your shoulder. You cry out and fall to one side, simultaneously reaching for and finding the hilt of the dagger impaled in your back.

You begin to black out. You see a dark-cloaked

358-360

figure scurrying away from the standing stones, the black sword cradled in his arms. With a last effort you wrench the treacherous knife from your flesh. As your vision fades you see that the pommel of the dagger bears a golden pentagram – the sorcerous symbol of the Baron Simon de Bellême . . .

♦ 400

358

As you turn around a corner, you nearly bump into a servant unlocking a door. You realize that if you can take him unawares you will have found somewhere to hide.

MARK THIS SYMBOL # ON YOUR SPECIAL POSSESSIONS LIST, IF YOU HAVE NOT ALREADY DONE SO.

IF YOU ATTACK HIM IMMEDIATELY ♦ 379

IF YOU TRY TO SNEAK UP TO HIM, MAKE A STEALTH ROLL:

–2 OR LESS ♦ 90

–1 OR MORE ♦ 207

359

Too late you hear the sound of horses' hoofs galloping down the road. You look up and see a band of armoured knights bearing down on you. You put up your sword, but the force of their charge is too great and one catches you a blow on the side of your head.

♦ 19

360

You nearly slip on the noxious litter of past visitors to this room, but you gain the sill of the window-slit and help Clim up. With guards hammering on the door, there is only one thing to do – jump.

The last thing you feel is the cold, hard stone of the

window against your heels, then the ground hurtles up to meet you with a sickening crunch. All is blackness.

◆ 400

361

One of the men smashes a flagon on the bare head of his antagonist. Enraged, the bald man grabs the other's arm and hurls him on to a table. A few moments later, the whole inn is in uproar. There are no sides in this fight: it's every man for himself. You soon find yourself dodging and ducking and having to let fly with a few hooks and punches in self-defence.

◆ 252

362

Over mugs of home-made beer, Baldric explains more of Gatham's history:



'We've always been a part of the estates of the Bishop of Carlisle. About a half a mile down the valley there's the prebendary's house. The prebendary's a priest the Bishop sends to look after this manor – the village, the fields and the forest lands he owns. The one there now, Father Losoard, he's not been here long, but he's fair. I can't say as the villagers like any master, but it'll be a bad day when the Sheriff's man comes and no mistake. We've had word the purchase is to be completed very shortly, and there's already a steward waiting in Nottingham.

'But what we don't understand is why the Bishop is letting that bloody-handed Sheriff have the land at all. When we first heard the rumour, Losoard said he would never allow the estates out of the see. Then I went to petition the Bishop and beg him not to sell the village – which is when the Sheriff had me arrested.'

Baldric's thin, pinched face seems even more forlorn. His daughter, a shy girl of perhaps eighteen or nineteen, comforts him and looks to you with hope.

IF YOU HAVE THE GOLD PIN ♦ 255

IF NOT, DO YOU:

SEE IF YOU CAN TALK TO THE BISHOP? ♦ 76

VISIT LOSOARD THE PREBENDARY? ♦ 332

WAIT FOR THE SHERIFF'S STEWARD TO
ARRIVE? ♦ 203



'Right, let's be off after him,' you announce to the others. Scarlet stares at you.

'You're joking. You got to be joking,' he says.

'Look, Will, this man's *important*. Don't ask me why – but I want to find out.' It looks as if Will is in one of his stubborn moods. Luckily Clim comes to your rescue:

'I didn't exactly get his life history, but I do know that Sir Roger of Ledbury is recently back from the Crusades. And I *never* lost the knack of sniffing out silver. Believe me, mates, that man's carrying a fair fortune and if you're sharp, you'll get it off him.'

'That sounds fine to me,' says Little John, and Much nods along with him. Nasir smiles faintly and shrugs. Will sighs and falls in with the rest of the band.

After a short journey along the London road, you arrive at an inn. Your companions are eager to pause here for a while before pushing on to Nottingham.

'After all, there's no hurry, Robin. Sir Roger's bound to stay the night at Nottingham,' says Marion. Some strange compulsion draws you to the town, even though Marion's words ring true.

DO YOU:

CARRY ON TO NOTTINGHAM WITH CLIM? ♦ 61

FIGHT YOUR FEELINGS AND STOP AT THE INN?

♦ 213

364

Wayland reaches out and takes the bag. He opens it carefully, pours the silver on to the ground and treads it into the dirt. Then he hangs his hammer on his belt and shuffles towards you. Your hand strays to the hilt of Albion, but the metal is now red-hot. The smith grasps you by the arms as you try to back away. He effortlessly lifts you up and dashes you to the ground. You are stunned into unconsciousness.

When you awaken, you feel as if liquid fire is running through your left leg. You see that it is twisted, as if it has been broken and healed in the wrong position. Then your attention is attracted to your surroundings. You are in a round, high chamber, lit by the fiery glow of a forge. Wayland stands by his anvil, hammer in hand.

'Offer *me* silver?' he says. 'You are lucky to escape with your life. For Herne's sake I spare you, but you will remember me wherever you go.'

You stagger to your feet and discover you are lamed. Wayland speaks again:

'For Herne's sake I will also help you. Tell me, do you know of the Rhyme of Wade?'

DELETE THE BAG OF SILVER FROM YOUR POSSESSIONS. YOU ALSO TAKE A WOUND IN THE LEG. THIS WOUND IS PERMANENT AND CANNOT BE HEALED BY ANY MEANS. REDUCE YOUR STEALTH ABILITY SCORE BY 2.

IF YOU KNOW THE RHYME OF WADE ♦ 261
OTHERWISE ♦ 103

365

The next morning you wake and stretch. After a cramped night in your hiding-place, you must think of ways to get out of the castle.

There are enough scraps of material here to fashion



366-368

a rope long enough to take you over one of the outside walls. Alternatively, you could hope that your disguise still holds up and simply walk out of the castle. The only other way out would be to conceal yourself in a cart or other vehicle leaving the courtyard.

DO YOU:

START MAKING A ROPE? ♦ 343

ADJUST YOUR DISGUISE AND MARCH OUT?

♦ 236

SEARCH FOR A SUITABLE CART IN THE COURTYARD? ♦ 102

366

'From . . . from the pit!' The Templar's expression betrays his confusion at this revelation. He hurls the sword away as if it were a viper. He seizes the Turkish flanged mace from his belt and advances on you.

IF YOUR FRIENDS ARE WITH YOU ♦ 351

IF NOT ♦ 177

367

Still balancing on your comrade, you use the man's sword to lever the bolt back. With a couple of mighty heaves, the guard's body rolls back and you can lift the grille.

♦ 348

368

The foresters decide to turn and flee from this deadly assassin. When all have, the less-injured helping their wounded colleagues, you drop down and check their trail. It is a good thing you stopped them, for you realize that they were headed in the direction of Harold's Tree. Before hurrying off there yourself, your eye catches something on the ground, dropped by a man in his haste to depart. It is a handsome knife, the

hilt carved from antler and one edge notched for cutting through tough materials.

ADD FORESTER'S KNIFE TO YOUR SPECIAL POSSESSIONS.

◆ 126

369

Old Bugg seems quite at ease, even though he must be able to see your companions training their longbows on him.

'I'll tell you, brave Sir Robin,' he says. 'I'll give you my whole fortune, but it won't be wearing any holes in your pockets.' He cocks his shrivelled old head to one side.

He says no more and makes no attempt to search for any money. It's obvious the old trader has none. A wily merchant might just be able to impersonate a poor man by wearing clothes as ragged as old Bugg's, but he would never have his weather-worn, ancient face.

As you wave old Bugg on, he makes a last half-hearted attempt to interest you in a tatty old rug, which he claims is excellent for keeping out draughts, but to no avail. His cart trundles off down the road.

DO YOU:

RETURN TO YOUR CAMP? ◆ 258

CONTINUE TO WAIT HERE? ◆ 42

370

The man goes through a dingy doorway, stooping under the low lintel. You follow him into a steamy, close room, which smells unmistakably of wood-smoke and stewed meat. Dim light penetrates from tiny holes pierced high above and mixes with the dull red glow of fires. This must be the kitchen.

A gust of wind blows the door shut behind you and momentarily breaks the smoky atmosphere. The room

does not stretch on for ever as you had first imagined. Indeed, it seems cramped and confined. Many servants loaf around turning spits, stirring pots, cleaving meat and generally getting in one another's way. While you take all this in, a hairy man looms up at your side and says, 'Come in 'ere fer a bit of refreshment, 'ave we?'



He leers at you and thrusts a dirty horn beaker into your hand, then slops a dark liquid into it from the jug he holds clamped beneath a sweaty armpit.

DO YOU:

DRINK WHATEVER IT IS THE MAN HAS GIVEN
YOU? ♦ 21

REJECT HIS COMPANY? ♦ 297

You follow your instincts, picking your way carefully among the stones which litter the side of the valley.

The wind rises and occasionally you hear a faint sound in the distance that can only be the baying of the pursuing hounds. Above you the sky darkens; black storm clouds are blown like charging bulls. Ahead of you there is a bright flash, closely followed by the rumble of thunder. It gets ever darker and you have to concentrate on choosing your path among the stones. Because of this, you are surprised when a huge figure looms up ahead of you. The club he carries is the length of a man's leg, though wider and knobbly. Fierce green eyes burn from beneath a shock of red hair.

He swings his club effortlessly above his head and advances on you. It's clear that he means to fight you, so you draw your sword and prepare to defend yourself.

GIANT WITH CLUB:

COMBAT SKILL = 10

THE GIANT SUFFERS NO COMBAT PENALTIES AND WILL CONTINUE TO FIGHT AT COMBAT SKILL 10 UNTIL OVERCOME. IGNORE ALL KNOCK-BACK RESULTS AGAINST HIM. NOTE DOWN ALL WOUNDS INFLICTED ON YOU WITH A CIRCLE RATHER THAN A CROSS.



IF YOU OVERCOME THE GIANT ♦ 253

IF THE GIANT OVERCOMES YOU ♦ 150

The obese innkeeper returns with surprising speed, bearing frothing tankards of potent barley brew and a wooden pitcher of warm goat's milk. Soon you are all merrily talking away, swapping the most outrageous tales you've recently heard in the villages and jesting with Clim.

The more you drink, however, the more your fateful encounter with the Templar knight preys on your mind. Little else seems more important right now.

DO YOU:

TURN THE TALK TO THE KNIGHT AND HIS
BLACK SWORD? ♦ 314

TELL MORE STORIES OF YOUR EXPLOITS? ♦ 176



You turn to Clim, who has been busying himself while you talked with your friends. To your surprise, you see that he has been gathering his few possessions together and looks set to leave.

'I'm sorry to leave you, Robin,' he says, 'but I really should press on and attend to business before the chance passes by. If you're still around in a couple of days I'll look out for you.'

You sadly bid him farewell, for Clim not only has a host of interesting tales to tell, but could also become a very useful addition to your band. But he is getting a bit old now, and more settled in his life. Danger and excitement can be less attractive to a man of his years, perhaps.

DELETE CLIM FROM YOUR LIST OF COM-
PANIONS.

♦ 241

You soon reach the York road and find the small village of Skipton. Discreet inquiries about the Royal Assessor reveal that he passed through the village this very day, on his way to Lincoln. You thank the helpful vintner for his information and, gathering your companions, set off briskly down the Lincoln road.

For once you are thankful that Tuck is not with you, as you lope along in the scrub to one side of the road, so as to avoid the frequent travellers. In this way the distance is quickly eaten up and by late afternoon you have caught up with the Royal Assessor's party.

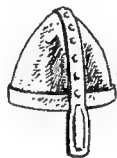
They turn aside soon after and follow a well-worn track to Kirklees Abbey. Obviously the official and his retinue plan to spend the night safe within its walls. Fortunately, the abbey is long known to you and its abbess is pleased as well as surprised to see you. Soon she has arranged to let you meet with the Royal Assessor.

Thibault de Bourbon is a scrupulously tidy person; his beard and moustache are neatly trimmed and his clothing is immaculate. Despite being a French Norman, he nearly explodes when you tell him of the Sheriff's trickery. De Bourbon splutters for some minutes before he calms down. Then he says:

'I do not know who you are, and I may not be able to prove de Rainault's crime. But I shall *not* let him get away with this!'

You take your leave, satisfied that Gatham now has a chance of escaping the Sheriff's clutches.

NOTE ON YOUR CHARACTER SHEET THAT YOU HAVE REFERRED THE CASE TO THE ROYAL ASSESSOR.

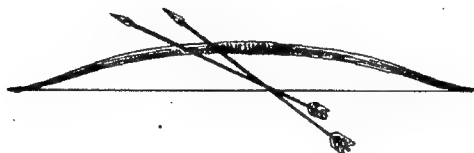




375

You escape before anyone else comes, and run into the streets of Nottingham. Soon you find a convenient alleyway in which to hole up until the morning comes. Then you must decide what to do next.

◆ 17



376

You have gone only a short distance down the road when a heavily built man runs up to you. Once he has caught his breath, he launches into a torrent of words, his face anxious and pleading: 'Me mother, Robin. It's me mother. She's been calling for a man of God, sore ill she is. I'm so worried. Can you help? I can't trust no one else.'

Tuck steps forward and lays a comforting hand on the man's arm. 'Fear not, my son,' he says. 'I will come with you and do what I can.'

Tuck and the villager hurry off back to his village and you carry on down the road.

CROSS TUCK OFF YOUR LIST OF COMPANIONS.

◆ 279

377

'Heed my words! Beware that which lurks behind what you see! Power lies hidden in many places.'

Herne's massive frame disappears as lightly as a deer between the trees. Once he is gone, the glade seems somehow smaller and the sunlight less brilliant. A mournful cry echoes from a distant rookery. You sit and ponder Herne's words of wisdom.

MAKE A MINSTRELSY ROLL:

IF YOUR RESULT IS 2 OR LESS, AND YOU RECOGNIZE THE NAME, YOU MAY CHOOSE TO LEARN MORE ABOUT:

THE RHYME OF WADE ♦ 133

OR THE HIDDEN PATH ♦ 8

IF YOUR RESULT IS 3 OR MORE YOU CANNOT REMEMBER ANYTHING MORE ♦ 316

378

Shadows are lengthening between the trees as you make your way through the chill forest. You shiver, and instinctively grip the hilt of your sword.

A sound startles you. You draw Albion and look around to try to find its source. From behind a tall standing stone steps a knight, dressed in the simple white and red of the Templars. In his hand is a bare sword, its blade black as night. Beyond him there is bare hillside, and you realize that you are no longer in the forest. You feel another's presence, and you understand: you are looking through the eyes of Herne: he is a prisoner of the Templar!

'At dawn you will die, horned one,' says the knight, 'and the Hooded Man will die also.'

The vision fades and you find yourself back in the forest. You recognized the standing stone as one of the ring of Nine Maidens.

IF YOU ARE ALONE, OR WISH TO LEAVE YOUR FRIENDS, NOTE ON YOUR CHARACTER SHEET THAT YOU ARE ALONE.

♦ 263

379

You must be swift and accurate in your attack.

MAKE A HAND-TO-HAND COMBAT ROLL:

0 OR LESS ♦ 90

1 OR MORE ♦ 207

You step out into the road and face the knight, Albion at the ready. He laughs when he sees you.

'Look, friend,' he says. 'Tis no more than a common ragamuffin,' he says, dismounting. His companion, a short, dark fellow, has his gaze intently fixed on you.

'I am Sir Roger of Ledbury, knave,' announces the Templar as he strides closer to you. 'It will be my pleasure to give you a final lesson in respect. May God have mercy on your overburdened soul.'

He draws his sword and assumes a fighting stance. A chill creeps down your spine as you notice that his sword's blade is black, as if scorched and seared and covered with soot.

Then he aims a fierce blow at your head, forcing you straight on to the defensive.

DO YOU:

TRY TO DODGE THE BLOW? ♦ 178

TRY TO PARRY IT? ♦ 75

USE A POINT OF POWER? ♦ 282

Once outside, you carefully open the lid, but are disappointed to find little of interest: a pouch of coins, some scraps of parchment of no import, scraps of iron and a soiled hose rolled into a ball. You throw away the rubbish and start sneaking back.

ADD A BAG OF SILVER TO YOUR USUAL POSSESSIONS.

♦ 119



382

Clim quickly recovers and looks hopeful when he sees you helping him.

'Well,' he says, 'I didn't expect to see you here! But I expect the feeling's mutual. This is a pretty pickle, isn't it? But never give up hope, Robin. If we two can't find a way out of here somehow, I'll eat my . . .' Clim puts his hand up to his head, then realizes that he isn't wearing a hat and laughs.

'Well,' he says, 'I'll eat my shoe!'

You join in his laughter, but to your surprise he actually takes his shoes off.

'Aha! Be prepared, that's my motto.' From his left shoe Clim hands you a number of lead weights. The right produces a slim but razor-sharp steel blade. Then he picks at the hem of his tunic sleeve and soon has a long length of fine cat-gut.

'Right,' says Clim, 'either we use the cord to try to draw the bolt back, or you stand on my shoulders and attract the guards over - then get them with the blade.'

ADD LEAD WEIGHTS TO YOUR SPECIAL POSSESSIONS.

DO YOU:

TRY TO DRAW BACK THE BOLT? ♦ I47

HAVE A STAB AT OVERCOMING THE GUARDS?

♦ 40

SPEND A POINT OF POWER? ♦ I69

383

Hurlewain shrugs and says, 'It is of no matter. I have done my part and I have little love for my pay-master. My hounds will catch you, and they fear naught save the powerless cast down. All your magic will not avail you.'

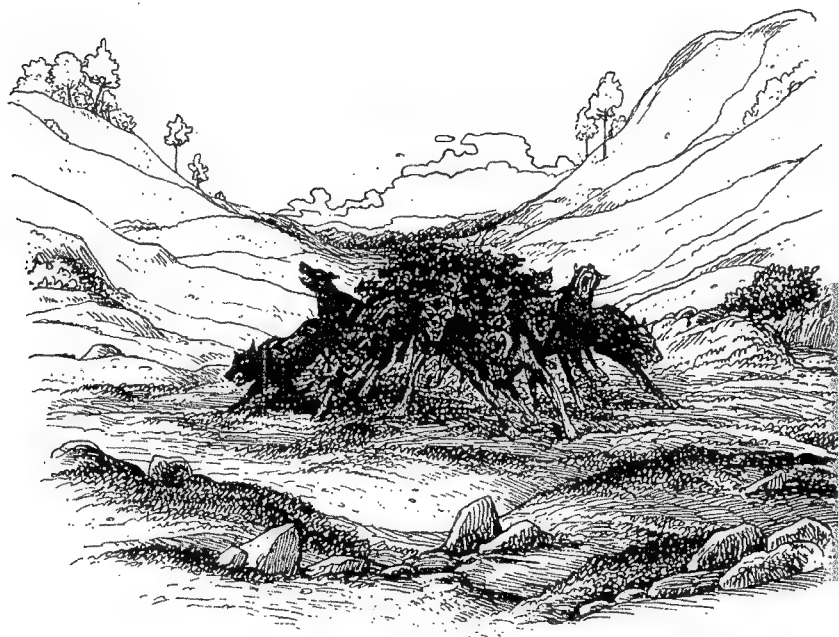
He runs off in the direction of his camp. As he

leaves, you hear the baying that has been following you, now louder than ever.

There is no time to be lost in contemplation. You hurry on your way, hoping to reach your destination, or at least somewhere you can defend yourself, before the hounds catch up with you.

Hurlewain's words are proved false when no 'impassable marsh' opens out ahead of you, but a rolling plain of bright greensward. Here you can run freely – but there is still no place to hide from the chase.

When you look back, you see an ugly black stain seeping down the valley towards you – the source of the blood-freezing howling. It won't be long before they are upon you. You must act!



DO YOU:

READY YOUR BOW AND PREPARE A FIGHTING
DEFENCE? ♦ 278

SEARCH DESPERATELY FOR SOMETHING ELSE
TO USE AGAINST THE HOUNDS? ♦ 139

OR, IF YOU HAVE A HORSE, YOU MAY SPUR IT TO
A GALLOP AND TRY TO OUTPACE THE HOUNDS

♦ 225

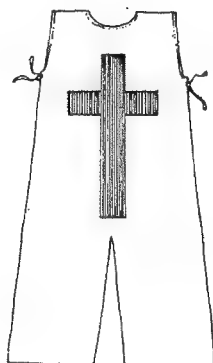
384

The guards are arresting the driver for stealing from the Sheriff's stewards. What bad luck, to have picked his cart! Then a sergeant arrives and says, 'We'll just have a look and see what else you've got tucked away in here.'

Before you can unfold yourself or draw your sword, the empty baskets have been knocked aside and the guards are grinning down at you.

'And who might you be?' smirks the sergeant. There is a shout some way behind you as you are hauled from the cart. The sergeant and his men hesitate, so you push them violently aside and run down the passage towards freedom.

♦ 82

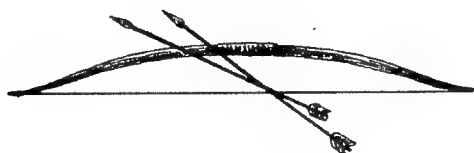


With a silent prayer you let the arrow fly. It curves gracefully through the air and strikes its target. You strain your eyes to see how good the shot was, while two foresters hurry off to check it and untie Much from the tree. They return with the apple. The shaft of the arrow protrudes from just below its centre. You heave a sigh of relief; Cloudesley takes it in silence, a sour expression on his face.

Your hopes are dashed when Cloudesley shouts gleefully and holds up two curly hairs which he has picked from the flesh of the apple.

“Touch not a hair of his head,” I said. Can you now deny that I am the finest archer who ever lived?”

◆ 344



You turn to Clim and explain your misgivings. On a day like this, with all these guards around, you can't take risks. You have decided to head back to the inn your friends stopped at.

‘Ah well, then, Robin. We'll say goodbye now and I wish you all good fortune. May you never know the inside of a dungeon cell!’

Clim rides off and you trot down the road to the welcoming inn. There all your companions save Tuck are drinking and talking merrily.

‘Tuck's gone out to a farm to see an old woman. She's very ill and her son said she was desperate to see a man of God,’ Marion tells you. You pass some time pleasantly sampling the inn's potent barley brew.

DELETE TUCK AND CLIM FROM YOUR LIST OF COMPANIONS.

DO YOU:

WALK IN SHERWOOD TO SEEK HERNE'S ADVICE? ♦ 307

FORGET THE STRANGE KNIGHT FOR NOW AND SET ANOTHER AMBUSH ON THE LONDON ROAD? ♦ 279



387

When you hand over the two dull pennies, Bugg stares at you with wonderment, as if he's never sold anything before in his life. Actually, judging by the state of his clothing, it doesn't seem so unlikely.

'Well, thank you kindly, good Master Robin!' he says. 'You're as good as a saint and that's the truth. If I can ever help you, I will do so. But if you'll allow, I must be on my way. I'm after selling my wares in safer parts. I've seen too many of your Sheriff's men by half. Not two days ago I was making a sale to a fellow when these guardsmen rode up and arrested him without so much as a by-your-leave. Poor feller was off to protest about the Sheriff buying up 'is village, as I recall.'

You prick up your ears at this news. The Sheriff is rarely involved in honest business ventures and if he is somehow 'acquiring' a village, it'll be the worse for its inhabitants. Questioning Bugg more closely, you discover that the fellow who was arrested was from Gatham, a village in the north of the forest. It has been in the hands of the Bishop of Carlisle for many years, and the villager was on his way to visit him in Scroby.

You thank Bugg for his information and let him pass on his way.

DO YOU:

- TRAVEL NORTH TO GATHAM, TO LEARN MORE
OF THE SHERIFF'S PLANS? ♦ 41
- RETURN TO YOUR CAMP FOR A MEAL? ♦ 258
- WAIT TO AMBUSH ANOTHER TRAVELLER? ♦ 42

388

After a short while, a man comes through the door and departs immediately without a word. A few moments later, the Bishop's servant returns and ushers you in to see His Excellency. You start to explain your plea, when the Bishop thrusts a large parchment sheet at you.

'See that!' he says. You pick it up and read it: it is a sale agreement, just completed. The Sheriff has got his village and his agent even now is returning post-haste to Nottingham with a copy. You are too late.

♦ 113

389



There is blackness. Then shapes and colours swirl and you hear a mighty rushing sound. A moment later you open your eyes. You find yourself sprawled on the filthy floor of the inn, your clothes soaked.

Your head throbs as you remember what happened. You were dashed against a table by your opponent and knocked out. Somebody has brought you round with a bucket of water.

You climb unsteadily to your feet and look around; the room swirls giddily. You need fresh air!

♦ 325

390

You open the door easily. The chamber is a fair size, with drapes on the wall and embroidered blinds over tightly shuttered windows. A small oil lamp has been left burning on a wooden chest; it illuminates the

plump, luxurious folds of the bed and the golden wood of the chairs, table and other furniture. However, there is no one here, and no other door out. Where is the man with whom Sir Roger spoke? You search the walls again, but there is no exit.

You eye alights on a casket on a stone shelf. The casket is exquisite: it is made of dark wood and inlaid with mother-of-pearl, lapis lazuli, silver plate, pearls and cornelian. When you examine it more closely, you see that it has a cunning catch mechanism, so that the hinged front panel can swing outwards. You try to find a way of opening it.

MAKE A PERCEPTION ROLL:

−3 OR LESS ♦ 249

−2 TO 2 ♦ 131

3 OR MORE ♦ 15

391

As you charge towards the shape on the stone, you see that it is an intricately sculpted silver head. It could be the gathering dusk, but you are sure the lips curl into a sneer as you approach. You raise Albion high and bring it down mightily on the silver head. Your hands are jarred when your blow lands; your sword flies back up in the air, and the shivering force of the rebound is too much for you. Albion flies from your grasp, and you stare, weaponless, into the eyes of the undamaged silver face. Your strength seeps from your limbs, and you are rooted to the spot.

‘Azael! Victory is mine at last!’ a mocking voice cries.

♦ 400



The intruders must be foresters tracking the herds of deer that roam this part of Sherwood Forest. They are a threat to everyone outside the law and no easy prey even for one of your ability. You are without your friends and must look after Herne's servant: his powers are weak and he relies on you for earthly protection.

DO YOU:

TELL HERNE TO CONCEAL HIMSELF WHILE
YOU PREPARE TO MEET THE MEN? ♦ 149
CONCEAL YOURSELF AS WELL? ♦ 114



You sneak out of the pit easily enough with Clim and Baldric boosting you up. You peer around and see just two guards over in a corner. With a bit of luck you will be able to approach the guards and surprise them.

MAKE A STEALTH ROLL:

0 OR LESS ♦ 49
1 OR MORE ♦ 348

You fetch your horse, mount and set off on your journey through the forest. You are unsure where it will lead you and what dangers you must brave. All you have are the words of Herne to give you courage.

You have been travelling for several hours when the trees thin out and you find yourself entering a low range of hills. There are no signs of habitation or farming in this region, though the earth looks fertile enough.

It is as you pass over the crest of a hill and lose sight of the forest behind that you hear the first sounds of pursuit. Though far distant, the baying of hounds on a scent chills your blood.

The path is no longer clear to you – you face a choice of ways. A valley deepens ahead of you, while hills rise on either side.

DO YOU:

CONTINUE ALONG THE HILLSIDE TO THE LEFT? ♦ 371

RIDE DOWN INTO THE VALLEY? ♦ 13

CONTINUE ALONG THE HILLSIDE TO YOUR RIGHT? ♦ 32

OR, IF YOU HAVE THE WHITE ARROW, YOU MAY SPEND A POINT OF POWER ♦ 130

395

You realize that the waiting-room passage only heads back towards the castle's wall and the courtyard must be bristling with guards. The only way out is the unexpected one – upwards.

♦ 183

396

At the crossroads are a number of stalls: booths of old canvas with trestle-tables and hand-carts displaying various wares. Close to one is a newly built camp-fire where men are sitting in a circle and talking. You see that the stall is doing a brisk trade in wine, ale and other drinks, and you buy a flagon from the crabby old fellow who serves there and join the men.

The fire is warm, as is their welcome. Some men are travellers, others off-duty guards. One or two are locals venturing from their homes for news and gossip. You learn little of interest and your thoughts return to



the man who sold you the drink. Surely he must see everyone's comings and goings.



You go back to the booth and he emerges from the dark interior. He peers at you over his ruddy, hooked nose and slowly asks what you want in his thick northern accent.

MAKE A CHARM ROLL:

0 OR LESS ♦ 127

1 OR MORE ♦ 30

The guards manning the gateway let you through without a second glance. Once in the town, Clim points to a disreputable-looking tavern.

‘That’s where I’m headed!’ he laughs, then slaps you on the shoulder. ‘Good luck, Robin Hood. Folk like me trust in you to keep alive the memory of other days.’

Clim leaves you and enters the tavern. You lead your horse through the crowded narrow streets of Nottingham and hitch it to a convenient rail in an alley. From here it is only a short step to the castle, the only place a Knight Templar might stay. You find yourself wishing Clim had not vanished quite so quickly, as you wonder how you'll get yourself in. Then you remember the ease with which the gate guards passed Clim – and you're still wearing his spare livery.

◆ 124

398

The village of Gatham lies in a stretch of Sherwood Forest a fair way to the north-west, on the borders of Yorkshire. Having learned that the Sheriff schemes to buy the village and manor from the Bishop, you feel the need to protect the villagers.

The village is known to you, but few details other than its location are memorable. The Abbey of St Mary's, where Tuck is imprisoned, is in the same direction.

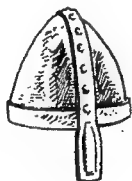
DO YOU:

HEAD STRAIGHT FOR GATHAM? ◆ 41

VISIT RUFFORD ABBEY ON THE WAY? ◆ 272

GO TO ST MARY'S ABBEY ON THE WAY, IF
LITTLE JOHN AND NASIR HAVE NOT ALREADY
GONE THERE? ◆ 349

SEND A COMPANION TO NOTTINGHAM TO
FIND OUT MORE ABOUT THE BISHOP AND
THE SHERIFF'S PLANS? ◆ 123



Though a gentle rain falls this morning, the journey across the bleak hills north of Sherwood Forest is a pleasant one. Little John is very familiar with this country, as he once raised sheep here – before the coming of the Hooded Man. You cross no roads and few trails in this sparsely populated country.

You are not far from the York road, when a companion draws your attention to a cluster of tracks which cross your path. The tracks look relatively fresh.

IF YOU STOP TO EXAMINE THE TRACKS CAREFULLY, MAKE A WOODCRAFT ROLL. IF NASIR IS WITH YOU HE CAN USE HIS ABILITY SCORE OF 10 FOR THIS ROLL:

–2 OR LESS ♦ 53

–1 OR MORE ♦ 353

IF YOU SCOUT ON AHEAD QUICKLY TO SEE IF YOU CAN SPOT ANYTHING, MAKE A PERCEPTION ROLL:

–1 OR LESS ♦ 216

0 OR MORE ♦ 88



400

You have failed to defeat the Sword of the Templar.

Your adventure ends here. However, if you wish to try again, you have two options: you can either delete all special items (except Albion) and start at paragraph 1 with this character; or you can design a new character from scratch, following the rules at the beginning of the book.

COMBAT RESULT TABLE

OPPONENT'S SKILL/RANGE NUMBER

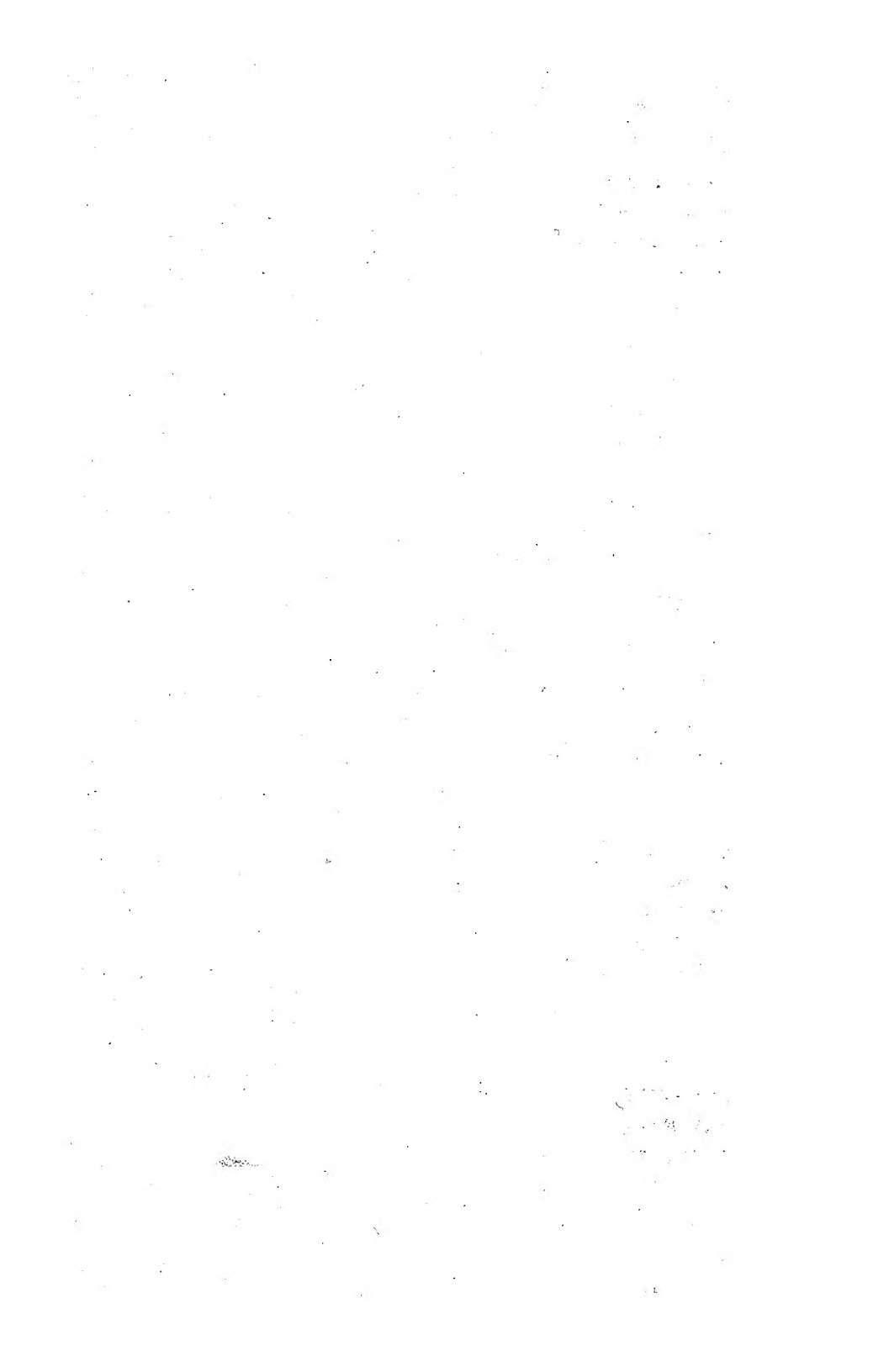
COMBAT RESULT	1	2	3	4	5
-8	-	†	-	†	-
-7	-	LL	-	LL	-
-6	-	†	-	†	-
-5	-	ow!	-	AA	-
-4	-	AA	-	†	-
-3	-	†	-	BB	-
-2	-	LL	-	LL	-
-1	-	BB	-	ow!	-
0	-	ow!	-	BB	-
+1	-	A	-	L	-
+2	-	BB	-	BB	-
+3	-	LL	-	ow!	-
+4	-	BB	-	B	-
+5	-	L	-	L	-
+6	-	B	-	B	-
+7	-	ow!	-	A	-
+8	-	A	-	BB	-
+9	-	BB	-	L	-
+10	-	LL	-	AA	-
+11	-	AA	-	BB	-

COMBAT RESULT TABLE

OPPONENT'S SKILL/RANGE NUMBER

COMBAT
RESULT

	6	7	8	9	10
-8	- †	- BB	- †	- †	- BB
-7	- BB	- †	- BB	- AA	- AA
-6	- †	- AA	- AA	B B	- ow!
-5	- AA	B LL	B LL	- ow!	B A
-4	B LL	ow! A	- B	L BB	L LL
-3	- A	- ow!	L BB	B LL	B L
-2	L ow!	B BB	B ow!	ow! L	L B
-1	- BB	L B	ow! A	B B	ow! A
0	B L	B A	B L	A A	B L
+1	ow! B	A B	A B	L -	A ow!
+2	L A	B L	B -	B ow!	B B
+3	B L	L -	L B	ow! L	ow! -
+4	L -	ow! B	ow! -	A -	BB B
+5	A ow!	BB L	BB ow!	BB B	A L
+6	BB -	A ow!	A L	LL -	BB -
+7	A B	BB B	LL -	BB -	LL -
+8	LL -	LL -	BB -	AA -	AA -
+9	BB -	AA -	AA -	† -	† -
+10	AA -	BB -	† -	BB -	† -
+11	† -	† -	† -	† -	† -



Skill Result Table

<i>SKILL RESULT</i>	<i>SKILL USED</i>	
	Healing	General
-8 or less	Any 4 wounds	4
-7		
-6		
-5		
-4	1 body and any 2 other wounds	3
-3		
-2		
-1	1 body and any 1 other wound	2
0		
+1		
+2	Any 1 wound	1
+3		
+4		
+5	No wounds	None
+6		
+7		
+8 or more		